



DARKSTAR™
The Interactive Movie

ALL REVEALED GUIDE Printer-Friendly Edition™

Table of Contents:

Introduction and Features	02
Tips and Installation Procedures	04
Begin a New Game	05
The Cryogenic Chamber	08
Unlocking the Blast Doors and Elevator	11
The Nav Center	13
The GravGen Chamber	15
The Conference Room	15
Meet SIMON	16
The Westwick Bridge	17
SIMON's Area of the Ship and MAGS	19
LEVEL TWO/The Rec-Level	21
The LABRYNTH	23
O'Neil's Cabin	27
Perryman's Cabin	30
A Hidden Level of the Westwick	33
Palmer's Cabin	37
Burk's Cabin	41
The Space Suit	45
The Level Two Gallery	46
The Ion Generation Chamber	48
The Westwick Hangar Deck	48
Engineering	49
The EVM Pod Bay/Repairing the Westwick	50
The Shuttle Flight Down	52
The Alien Temple	53
Wasp Flight to the Scythe Interceptor	58
The Scythe Interceptor	59
Kane Cooper's Logs	64
Return to the Westwick	66
Confronting Perryman	67
The REBOOT Panel	69
On to DARKSTAR	70
GLOSSARY	71
Codes & Solutions	75

©2011 Parallax Studio LLC, all rights reserved.

This PDF file is intended for use by the purchasing customer for the purpose of printing the guide for their personal use and enjoyment. This file may not be distributed or resold in any way.



DARKSTAR™

The Interactive Movie

ALL REVEALED GUIDE Printer-Friendly Edition™

A decade in the making and the vision of one man, DARKSTAR is a new, interactive experience that is like no other. Many video games have been released under the descriptive term “Interactive Movie”, but very few have ever catered to both sides of the experience in the way that DARKSTAR has endeavored to. PARALLAX Studio has set out to reinvent the experience in a daring new way to offer you an immersive world that considers all of the elements that make an interactive adventure amazing. Intractability inside an exciting realistic, surreal world. Excellent writing with high production values. Phenomenal music by the best in the business. An ensemble of talented screen actors. And a universe of Sci-Fi fun — an escape from your everyday world into a timeless epic at the end of the Universe.

About This Guide.

Though we encourage you to first attempt getting through the DARKSTAR experience without the aid of this all-revealed guide, the creators did not want you to miss anything, and many hidden surprises lurk throughout the adventure that might elude some of our most rabid fans. DARKSTAR is not for everyone. It's not for the hard-core gamer that wants to turn the gore level up to ten and kill a hundred zombies real-time. It's not a flight simulator or driving game. It's a true adventure with a world of imagination. A rock & roll space epic that will take you to the edge of your seat and beyond. Enjoy DARKSTAR.

DARKSTAR Features:

- A hybrid product, compatible for both PC and Mac operating systems.
- Screen resolution changes to full-screen during play, then resets when finished.
- Back-story cinema audio is mixed in digital Dolby 5:1 surround format.
- Average gameplay is over 20 hours (will vary).
- Cinematic Intro that leads into the interactive action (duration: 8:30)
- Prologue to back-story is unlocked and ready to view at anytime during mission.
- 10 back-story chapters (44:37 total) unlock as you progress through the ship.
- Unlocked Cinema viewed at your leisure during interactive exploration.
- Interactive visuals displayed at the same pre-rendered quality as the cinema.
- Most in-game scenes may be skipped with a single click.
- Internal movie controller allows you to pause, scroll, and fast-forward cinema.
- Stealth Mode: Menu interface vanishes while cursor is inside cinema window.
- Zoom in and out of panoramas using in-game controls or your keyboard.
- Assets/inventory items stored as acquired and can be viewed full screen.
- Alternate forks in the plot deliver over two dozen different death sequences.
- Puzzles are fun, but not overtly difficult to maintain the story arc and flow.

- Pan 360° at all stops (AKA panoramic nodes), even straight up or down.
- SAVE will put you back to exactly where you left off if you quit or are killed.
- SAVE-AS to create multiple versions — experience alternate strategies.
- Custom sound mix capability (dialogue/music/ambience).
- Floor plan of ship in Utilities shows your physical location as you explore.
- Extras: Artbook, trailers, blooper reel and much more.
- Link to internet for updates, hints & support plus links to related fan-sites.

Finding your way in a hostile world.

- Click-past: If the cursor turns to an arrow during a scene or movie, you may click past it.
- Much is hidden in DARKSTAR, watch for items you may need and check all dark nooks and crannies using your cursor to feel for “hot spots”. No hot spots are exceptionally small except for a few buttons that are in plain view.
- Look for alternate routes. They can help you, and some can save your life.
- SAVE OFTEN. There are deadly occurrences you’ll encounter and a “save” or “save-as” will put you back to EXACTLY where you last saved. Also, any computer program or game can occasionally crash, so a regular habit of saving is a good idea.
- Don’t trust anyone you encounter, but listen. Formulate your own opinions as the plot unfolds.
- You will encounter occasional “ghosts”. They are not necessarily of those deceased, but instead are “time remnants” generated by DARKSTAR.
- Always say “yes” to SIMON. He doesn’t like you, but overall he’s an asset to you.
- Westwick Main seems to like you, but is usually of no help whatsoever.
- You might keep notes as you go along, they could help you later (codes, numbers, etc).
- Use common sense, your intuition will serve you best.
- Resist the urge to click too quickly as you might in a first person shooter game.
- Clicking too fast and too many times overtaxes the CPU of your PC. Relax and explore.

Technical Trouble: If your mission locks up or you are trapped in an area but can still access save functions, “SAVE-AS” and retitle your mission. Then reload the new file, this usually solves the problem. Visit www.darkstar.gs/support and e-mail us about any recurring issues you have with DARKSTAR. We will post patches and log issues as they come in.

DARKSTAR® is a hybrid product designed to function on multiple operating systems in both Mac and PC environments. Computers vary and OS systems operate differently, therefore glitches may occur on some computer systems. DARKSTAR uses large Quicktime®- based media files and relies on the speed and power of your computer to process data. If a CPU gets taxed, graphics can be affected.

Tips/Suggestions:

1. Make sure your PC meets min. game specs.
2. Quit all other programs while playing.
3. If a game freezes, simply “save” and reload (don’t quit). This usually resolves the issue.
4. If you experience poor overall performance, restart your computer and relaunch.
5. Be sure you have a current version of Quicktime® installed (find a free download at www.apple.com/quicktime/download)*.
6. See our FAQ page under support, sometimes it is better to run DARKSTAR in XP or Vista compatibility mode in Windows 7.
7. If using a Mac that runs Windows in a virtual manner, use the Mac OS to play DARKSTAR for optimal results.
8. Windows XP users only: To eliminate black flashes between movies launch QuickTime Player, then Edit - Preferences - QuickTime Preferences. Select the Advanced tab, and deselect “Enable DirectDraw acceleration” and “Enable Direct3D video acceleration”.

*The DARKSTAR installer is designed to automatically alert and prompt you to install Quicktime® off of the installation disc if you do not already have it installed on your PC or Mac.

Support:

In the event you encounter difficulty, visit www.darkstar.gs/support (link from the game if connected to the internet) and check the FAQ section for a user problem similar to yours (we update these as they come in). If your issue cannot be resolved this way, please e-mail us. Please be detailed describing your issue to help us diagnose the situation. We will reply as quickly as possible. If patches become necessary they will be made available to you the DARKSTAR website as well. We will maintain a troubleshooting log as issues are reported.

INSTALLATION PROCEDURE for PC:

You must have Window XP, Vista, or Windows 7 operating systems installed on your PC with the minimum requirement of a 2 GHz Intel (or equivalent), 2GB of ram, 14 GB available hard drive space, and a DirectX 9 compatible video and sound card. See our FAQ page under support, sometimes it is better to run DARKSTAR in XP or Vista compatibility mode in Windows 7.

Insert disc-1 into your PC DVD drive and follow prompts until you arrive at the DARKSTAR® Setup screen (close any “autoplay” windows that may open). Click “next” and then agree to the license by indicating “I agree” and clicking “next” again.

The install wizard confirms on which drive DARKSTAR will install. You may choose a custom destination for media by selecting “change”, then browse your system—otherwise select “next” to proceed. The next screen allows you to set up a shortcut folder—do so and select “next”. The following screen shows your settings—click “next”. Transfer of media will take 15-20 minutes, a green bar shows your progress. Once media transfer from disc-1 is complete the disc will eject and prompt you to insert disc-2. Insert it (again closing any “autoplay” windows that may open) and select “OK”. Transfer should take about the same amount of time as disc-1 did. When the “Installation Successful” window appears, select “Finish” and you are ready to experience the world of DARKSTAR. Locate the shortcut you created. Double-click to begin.

INSTALLATION PROCEDURE for MACINTOSH:

An OS X 10.4 or higher operating system must be installed on your Macintosh (older versions may work, but not optimally) and you'll need an Intel 1.8 GHz machine, 2 GB of ram with 14 GB available hard drive space.

Insert DARKSTAR disc-1 into your DVD drive and the install screen will appear. Drag “Darkstar” over to the “Applications” folder icon and transfer of media will begin. (A progress bar will estimate 45 minutes or so. The time will drop significantly and actual install time should be less than 25 min./disc) The progress bar disappears once media transfer from disc-1 is complete.

Eject disc-1 and insert disc-2. Drag the folder “Disk 2” over to the “Darkstar Data” folder icon as you did with disc-1 to transfer remaining media. The progress bar will disappear and installation is complete. You may now eject disc-2. Inside your applications folder you will find the DARKSTAR folder. Inside is an icon that you can drag into your shortcuts toolbar. Double-click to begin.

IMPORTANT NOTE: If you are using a Macintosh that runs Windows in a virtual machine, please use the Macintosh OS to play DARKSTAR for optimal results.

Getting Started.

Now that you have installed DARKSTAR successfully on your machine it is time to familiarize yourself with the easy to use interface and menu controls.

The MENU. Double-click the DARKSTAR icon to begin your mission. Skip the intro trailers (Parallax & Tribal Media) by clicking on them. This will take you to the main menu.

SETUP: The SETUP page offers a tutorial on how the interface works and allows custom mixing of sound levels. Access these controls during a mission in the Utility function (to be highlighted later). Hover elements to see their function. The interface is easy to use and is designed with minimal distractions to enhance the cinematic experience.

NEW: This is where you will create a new mission and name it.

LOAD: This is where you will load games you have previously saved.

EXTRAS: Under “Cinematics” are an outtakes reel, trailers, a game demo movie, and promo videos for MST3K and Cinematic Titanic. Under “DS Art” there is a 76-page book on the art and making of DARKSTAR. Using the “Internet” feature you may visit MST-3K and DARKSTAR websites if your computer is connected to the internet.

CREDITS: This plays the end credits to DARKSTAR.

ESCAPE: This is how you “quit” DARKSTAR from the menu page and return to your desktop. Your screen resolution will return to its normal settings.



Begin a NEW Game:

Go to NEW in the menu and title your mission. Hit the “Begin” button to launch. The Dolby trailer will play, and the intro movie will begin. To skip either or both of these, simply click on the movie window and you will jump to the interactive part of DARKSTAR immediately. The intro movie sets up the story for you and concludes with Captain O’Neil standing just outside of his cryogenic sleep chamber where you can move around freely inside the Starship. Pull your cursor around inside the window while holding down on your button to look anywhere in the room — pan straight up or down and 360° around.

Back-Story Cinematics:

At the bottom of your user-interface you’ll find a small green arrow and a row of purple hands. The green arrow is the Prologue to the back-story, and you can watch it at any time during your mission; it is unlocked and ready to view. The purple hands will require some work on your part to unlock.

The back-story is presented in ten chapters plus a prologue to explain the big picture of the DARKSTAR mission. The purple hands indicate that the correlating chapters are locked and must be turned green to the “open” position by locating bioloks hidden throughout the ship and clearing them. All back-story chapters combined run about 44 minutes and range from approximately one to eleven minutes each. You may exit movies at any time and return to the ship without completing them, and later go back and watch them as many times as you like. You are not required to view the back-story cinema in order to complete your mission, but there are clues within that could greatly assist you.

Your DARKSTAR User Interface Tools:

ZOOM: Zoom in and out of hundreds of stopping points (nodes) you'll encounter. The (+) or (-) zoom in or out, or use your shift key to zoom in and the control key to zoom out.

HIDE/UNHIDE: DARKSTAR will default to the "hide" or stealth mode causing the interface to vanish while the cursor is inside the window. Selecting "hide/unhide", turns the interface on at all times. Selecting again will reset the interface back to stealth mode.

SAVE: "Save" in the toolbar brings forward a control allowing you to save the game or to "save as" and re-title the game as a completely separate mission. Save as often as possible, especially when encountering a potentially dangerous situation, perhaps saving your current game, then "saving as" a different title to optimize your chances of survival.

QUIT: Selecting "quit" brings forward a control panel allowing you to save & quit. The "yes/no/save as" buttons appear and you are asked if you would like to save or "save as". After indicating your choice you will be asked if you would still like to quit. "Yes" will quit; "no" will return you to the mission.

Hint: Take care when saving. In most cases it's a good idea, but never save after you've been killed. You will only be saving a doomed mission.

UTILITY: This reveals a floor plan of wherever you happen to be on the Westwick. In this case a font will read "You are in the aft section of Level One Main" showing the area of the floor plan highlighted. To the left of the screen are controls allowing you to custom adjust audio levels of sound effects/dialogue, music, & ambient sound. (The LABRYNTH has its own internal "you are here" system, but you must discover how to activate it.) Click "back" to return to the Westwick. This Utility page is your in-mission version of SETUP as seen in the main menu.

The ASSETS INVENTORY WINDOW: Notice a circular view-field at the lower left of your interface. You don't have any items collected yet, but when you do you will be able to scroll through them one at a time at your leisure. Using the magnifier below the view-field allows you to bring the item full screen so you can read small type and examine it more closely. We'll revisit this feature after we have collected some assets.

The Cryogenic Chamber:

You will find yourself standing outside of O'Neil's cryo-chamber. Turn to your left and walk behind the cryo-chamber and find a large, red button there. It will unlock the Pod-bay gate you'll encounter much later in your journey. After pushing the button, turn back and return to where you began near the cryo-chamber and see the chrome camdock to the right of the chamber. Click on it and hear faint music

coming up through the tubes leading down into the lower decks. "Where's that music coming from?" O'Neil asks himself.

Go left walking along the front of the four cryo-chambers. Turn to your right and click on the panel just beyond the circular railing, giving you a glimpse of the face of the hiberpanel. Turn 180° behind you and walk between the center two cryo-chambers. Turn to your left and click on the chamber with the girl sleeping inside to take a closer look at Paige Palmer. O'Neil senses he knows her and promises to get her out as soon as he can.

DEATH SEQUENCE 1/The Booby-trapped Cryo-Chamber:

SAVE your game before attempting this. Turn to the chamber opposite Paige's and click on it to climb inside. You may exit the chamber by clicking to the right (in the area near where you entered), but instead, for the sake of the sequence, click on the panel that keeps saying that it is "*ready to begin*". A message from your anonymous murderer appears on screen as the atmosphere inside the chamber goes to zero and you die. Peter Graves wryly quips, "*We make our choices and have to live with them. In this case, John O'Neil, you must die with this particular one.*" You will hear messages like this one more than once in the course of your journey in many such death sequences.

Reload your saved mission. Click on the "click here to go to menu" page, then go to "load". Find your custom-titled mission, select it, and hit "load game". You will find yourself exactly where you saved, right down to the view angle, pan and game state with no ill effects.

Turn towards the steps and go up. Turn left to proceed along the front of the four cryo-chambers, then turn left to examine the inhabitant of the fourth chamber. He is obviously dead and has been for a very long time. Click to take a closer look and see that his left hand is missing. "Why on earth would they take your hand?" O'Neil queries in horror. Turn right from the mummified corpse walking behind the chamber to find another red breaker button. Press it to power up the bridge section of the ship, another necessary task for later in your journey. Click just above and beyond the breaker to walk behind the group of cryo-units ending up between the center two facing the booby-trapped chamber. Turn right from the empty cryo-chamber and walk up the steps, then go left to the railing and turn to your right.

The Hiberpanel:

Click on the chair in front of the hiberpanel and you will sit down there. Click on the left side of the panel to bring up the "Hiber/Stat" controls that will tell you the status of each of the four chambers and their occupants. This panel is your primary introduction to the four members of the lost Starship's crew. Of course the first chamber is O'Neil's. The robotic computer voice offers details of the sleep session and how you, the Captain, has suffered memory loss due to excessive hibernation exposure. The second chamber belongs to Starship Pilot

Paige Palmer. O'Neil struggles to remember her as he is told that she too has been exposed to the same conditions that caused his memory loss. (As it turns out, excessive sleep sessions in cryogenic units have adverse affects resulting in amnesia.) The third chamber belongs to First Officer Ross Perryman who is missing. His sleep session was broken into shorter, multiple sessions and therefore he did not suffer ill effects or memory loss. The fourth chamber belongs to Navigator Alan W. Burk. No details of how he died are given, but the fact his hand has been severed is mentioned, and it's obvious he was murdered. His physical status is given as "not applicable".

Click beyond or outside the control panel to return to the wide view of the hiberpanel area. (**Note:** To exit any control panel in DARKSTAR that does not have an obvious "exit" or "cancel" button, simply click outside of its active area.)

By clicking on the right side of the hiberpanel, another set of graphics allows you to see a photo of each crew member. Select the graphic of the chamber itself, or alternately you may click on the number below it. Click outside the control panel area to return to the wide view, standing in front of and facing the hiberpanel.

The Planet Plotter:

Turn around 180° facing between the two large marble columns. Walk to the middle of the room and turn back around to once again face the hiberpanel. See the security camera hanging from the ceiling and click on it—the camera will spin around abruptly and take a good look at you. Disinterested, it will return to its original position.

Pan to your right slightly and notice to the right of a hand-railed pathway is another control panel with a chair in front of it (just left of the west blast doors). Click on that control panel to approach and examine it. It is a workstation used to evaluate planetary bodies and evaluate their level of inhabitability. The panel is currently analyzing the planet outside the window, designated "*Theta-Alpha III*". Click on the center oval of the panel for a basic synopsis of the ringed world. Then pan to the left side of the panel and click there, it shows the exact location where Perryman landed on the planet in one of the Westwick's two shuttles. O'Neil comments, "*I guess he never made it back.*" Pan to the right side of the panel to click and see the orbital status of the Westwick.

EASTER EGG: Pan to the center of the panel looking out the window. Click on the window on the wing of the Westwick near the center of the view-port and see a bluish ghost image "time remnant" temporal replay of Perryman looking through a telescope. Turn back around and return to the large marble columns at the center of the large room.

Unlock The Access Tube Topside:

Rotate just right of the two marble columns to see a pathway with wood handrails and an oval doorway at the end of it. Click to approach and walk to the oval entryway. Click the switch in front of you and it will illuminate green lights circling the hatch in the flooring indicating that this side of the hatch is unlocked. To complete the sequence and use the tube, you must find the switch on the other side allowing easy access between levels one & two. You'll locate this a little later and complete the unlocking sequence. If you throw the switch again, red lights illuminate and the hatch is again locked. Turn and return to the end of the pathway. Click on the logo on the floor returning to the center of the room.

The Port Lounge Area:

Go left down the steps towards the main elevator door. Turn left and click on the plaque on the floor in front of the fire & water globe sculpture. You'll hear a speech given by O'Neil thanking the President for this commemorative sculpture made from Earth's own "*Fire, Earth and Water.*" Turn right and go to the couch. Feel around the cushions for a hot spot, there you will discover a note with the numbers "09" and "33". The note bursts into flame and disappears, but has reappeared in your assets inventory for future reference. Turn back to the globe and click on it. A memory of the destruction of Earth will play. Click lower on the body of the sculpture and you'll walk around it and get an even closer look.

(Note: There is a monitor above the couch that you may activate from several places nearby that plays a loop of the ship's exterior security cameras).

Initial Sighting of the Scythe: Walk to the far right end of the couch to find yourself looking out a window. Click outside to see a fighter ship buzz the Westwick, disappearing into the distance. Turn right and click until you are in front of the elevator door again.

The Starboard Lounge Area:

Continue forward and click on the middle of the three chairs or on the round tabletop. Now click on the brass globe sculpture to the left of the round table in front of you. This will rekindle an O'Neil memory of the birth of DARKSTAR.

Now click on the disc player towards the front of the round table. The blue button will play a brief overview of the Westwick, the bioloks, two shuttles, and the EVM pod. The green button gives even more detail on the shuttles called "*Corben Howies*". The red button tells about the EVM Pod and its abilities. After viewing these click, anywhere outside of the player's control buttons to return to the wide view in the chair. If you click on the monitor itself, the same security camera loop that you saw in the Port Lounge will play.

EASTER EGG: Click to the left of the round table to stand back up. Turn back around to the table and look out the window just above the monitor. Click on the exterior wing of the ship outside to see “ghost images” or “time remnants” of Palmer and Burk struggling.

The Main Airlock:

Turn around and go back to the main elevator doors. Turn left and move towards the large marble columns again. Turn to your left and then click on the chair in front of the airlock control panel. You can click on the left side of the panel, then the right to check the status of the airlock. You’ll see that there is a malfunction of the outer doors — some kind of blockage. Someone has welded the outer doors shut from the inside in an attempt to keep out intruders. Throw the lever at the center of the panel and the inner airlock doors will open. Turn back around and go to the beginning of the pathway leading to the doors being careful not to click too far to the right — you’ll end up by the security camera if you do. Walk forward until you are inside the airlock, the doors will close abruptly behind you.

Inside the airlock, you’ll look to your left and notice a device leaning against the wall. O’Neil will pick it up and examine it briefly. He’ll encounter it again later — in his face! Turn to your left from the device and read the note pinned to the doors that have been welded shut (using the plasma-welder device you just examined). The note is from Perryman and reads *“Excuse the crappy welding job, but it kept the creeps out”*, to which O’Neil pensively quips *“Try telling that to Burk.”* Rotate left from there and grab the ladder. You’ll exit the airlock, walk to the main elevator, set the ladder down and then climb up.

The Central Power Grid:

The ship’s main power grid in the ceiling allows access to the front section. Select the globes until you have illuminated all four matching colored pairs in sequence (the order does not matter as long as they are selected in matching pairs). This will power up the main elevator behind you. Making a mistake resets the globes and you must start again.

Unlocking the East and West Blast Doors:

Before you leave this area via the elevator doors, there is more to do. Return to the large columns at the center of the room. Turn left and walk toward the east blast doors. Looking down from the top of the steps you’ll see two hatches with handles to the left of the blast door. Click on them to approach. Click on either of the two hatches. They will open and reveal two levers with green numbers below them (42 and 21).

Click on the circular inventory window to bring up the note you found on the couch. Enlarge it with the magnifier and see that the top number should be 09 and the bottom 33. Go back to the panel by clicking the screen or the magnifier. Notice by changing the positions of the levers, the numbers change. If you throw the top one to the right, it will change to 09. Throw the bottom lever to the left,

and it will become 33. Two green panels will extend, one for the east wing and one for the west. Click the top one for the west wing, unlocking that blast door. The hatches will slam shut. Repeat the process by again opening the hatches, changing the levers to 09 and 33, and then clicking the bottom green panel for the east wing blast door. Now both the east and west blast doors are unlocked. Click away and outside the hatches area so you can move to the lever that will open the east blast door.

The East Wing Corridor:

Throw the east blast door lever and you may enter. At the end of the corridor, O’Neil finds his first biolok. By clicking on it, the panel turns from purple to green. An alert notifies that you are now authorized to view a new chapter in the back-story movie and the purple hand over “*Peace on Earth*” has turned green. You may watch this chapter anytime you wish. You can return to it and play it again at any time.

You are now standing at the threshold of two crews’ cabins, Paige Palmer (at the left) and Alan Burk (to the right). Each requires a four-digit code to open, a code we have yet to acquire. Turn around 180° and return through the blast doors to the large, central room.

The West Wing Corridor:

Continue up the steps, across the room, and down the next set of steps to the west blast door. Throw the lever to the right of the door and you will enter. O’Neil finds his second biolok and is alerted to the fact that the movie “*New Australia*” is now available to view. Again, watch it at your leisure. Since you cannot enter O’Neil’s or Perryman’s cabins without the codes, turn back around and go back to the large, central room.

Paige Attacks O’Neil:

As you re-enter the room, Paige Palmer suddenly emerges from behind one of the two marble columns holding the plasma welder you found in the airlock. Like yourself, she has lost her memory and has no idea who O’Neil is. She waves the blue plasma flame in his face until she determines he is friendly (based on the matching logos on their clothing). She drops the welder and they talk. After approaching the hiberpanel, O’Neil discovers that Palmer has exited her sleep session prematurely and must be reinserted immediately to prevent a condition similar to “the bends” from overcoming her. She gives O’Neil a navigational disk before climbing back into the cryo-chamber. “*Don’t forget me in here!*” She calls out. “*Wouldn’t dream of it,*” O’Neil retorts, putting the disk away. It now appears in your assets inventory and is crucial to successfully completing your mission.

The Main Elevator Doors:

You are facing the main elevator doors; go to them. Since you have solved the globe puzzle in the ceiling you may open them, but before you do, click on the plaque above the doors to hear President Brisbane read its cryptic inscription.

“Go we into space, not only to further the distinction of the human race, but indeed to salvage its very existence”.

Now, click on the purple door to approach and then click again to open it. Immediately a cage slams closed to block your way, but simply touch the biolok and it will re-open. The back-story movie “Discovery” is now available to view and you have now cleared three of ten bioloks. Enter the elevator.

DEATH SEQUENCE 2/The Emergency EVAC System:

Save your game before doing this. Turn around 180° and notice the buttons to the right of the entry inside the elevator. Click on them to move in closer and see three buttons. Pushing the top one will cause it to blink green simply indicating where you are (on level one). Push the one that says “LEV 2”, causing it to blink red. This is because we’re locked out until we activate the gravity to the rest of the ship, an issue that we’ll fix momentarily. EVAC is the one we’re interested in for now. Click EVAC and Westwick Main will request that you press the button again to “confirm”. After you do, she will then ask if you are absolutely sure, and if so, to push the button one last time. Do so and Westwick Main says, “Goodbye Captain” as the EVAC function of the elevator launches you into space. A ghost image of Perryman taunts you, “*You fool, you stupid fool*” as you rocket into nowhere.

Reload your saved game. Do so as you did before by clicking on the “click here to go to menu” page proceeding then to “load”. Find your game, select it, and then “load game”. You’ll find yourself exactly where you left off with no ill effects from the death sequence.

The NAV Center:

Continue on through the elevator double doors into the NAV center, they will close behind you. Notice that nearly all doors function this way aboard the Westwick. Turn to your right and walk to the stained glass window so you can see into the main lobby. Turn left and then walk toward the men’s lavatory entrance.

The Men’s Public Lavatory:

Click on the door and O’Neil will enter and turn on the light. The item of interest in here is the device resting on the small table at your left. Pick it up and it will be stored along with your other assets. The toilet flushes in here, so if you have any business, go right ahead. Exit the restroom and turn to your right. Walk around the corner and look out the view port that oversees the exterior east wing of the ship. Turn back around and go to the elevator doors. You’ll end up facing the ladies’ lavatory.

The Ladies’ Public Lavatory:

Click on the ladies’ public lavatory door to approach. Enter the lavatory and note

an electronic magazine on the small table at your right. Loaded into it is “The End of Time Magazine”, and you may browse the pages if you wish. Exit the restroom. You may journey to your left and see another view port window and gaze out on the west wing of the ship if you wish. Return to the elevator doors at the center of the room.

The Starmap Viewer:

You might end up facing the men’s room, if so, turn to your left and notice the circular cherry-wood control panel — the Starmap Viewer. Click on it to approach, then again to activate it. Press the “*Attempt Alignment*” button and the viewer will make repeated attempts to plot a course to DARKSTAR for you. You will need to press the button six times until the alignment is successful and you hear Westwick Main say “Target Coordinate DARKSTAR”. The screen will read “*Aligned at 947-D*”. You will need these coordinates later, so write them down or remember them. Press the “*Exit*” button.

Power Locking Levers:

Look to your left slightly and notice a railing with a lever at the end of it. Click on the lever to approach. Throw the lever to power up and unlock the conference room. A green light will blink above its door to indicate success. Return to the Starmap Viewer by directly clicking on it and notice another switch on the right side of the room. Approach and throw it to power up and unlock the GravGen chamber. Again, a green light above the door will indicate that it is unlocked. Turn directly to the left of the switch and click in the area between the tread-plate flooring and the security camera hanging from the ceiling taking you to the steps leading down into the NAV control center. Turn left and click on the security camera and it will spin around to check you out.

The Decoder:

To the right of the security camera is a small couch down the steps. Click there to approach and read the top secret file explaining the protocols behind the “*Emergency Lockdown*” situation restricting your movements aboard the Westwick. Click the document to pull back when finished, then turn to the left arm of the couch. Click on the small array of buttons. They unlock a secret compartment, each with a letter . . . N – O – L – I - E . Unscramble the word to open a small compartment within the couch. The solution is ONEIL. The couch opens to reveal a decoder. Take the device to put it in your assets inventory.

The NAV and Sciences Workstations:

Turn away from the couch and note the two chairs sitting in front of large consoles. Click on the chair to your left to sit down there. Click now on the panel. It is the Westwick NAV workstation where Westwick Main will provide a brief rundown of the ship’s situation and other pieces of possibly useful information. The most relevant is the fact the ship will need water to replenish the coolant tanks in order to bring the plasma drives back online.

Turn to your right and click on the chair in front of the other control panel to go there. Click on the panel — the Sciences Workstation. Westwick Main suggests that the ship was attacked, resulting in the Emergency Lockdown situation that you must now deactivate.

The GravGen Chamber:

Look to the right edge of the Sciences Workstation to see an oval doorway, then click to approach it. Enter the GravGen chamber and go left around the room towards the wall display console by clicking in the center of it. O’Neil realizes that the elevator will not descend down to level two because the gravity is turned off, a point covered in the top secret document just outside the door. He notices a lever with a green light above it so walk over to that switch and throw it. The gravity is now activated and you may now exit the chamber. The elevator will now function properly and descend to level two when you are ready to do so. Before you go there, however, there is much more to do upstairs.

BridgeSep Puzzle:

Turn right just outside the GravGen chamber door and click on the ominous looking chrome apparatus to approach it. Click on the hatch handle to open the puzzle. This graphic shows the many parts of the Westwick and helps orient you with her architecture. As you grab each section, a written description will tell more about it. By pulling the parts into their places and ultimately completing the puzzle, you activate a function that allows for the separation of the Bridge section of the ship. This is an activity that can be fatal if done at the wrong time yet will save the day when done correctly. Pull the pieces of the puzzle onto the ship diagram until the “Authorized” signal is given. Turn around and click just to the right of the GravGen door (or you’ll end up facing it), then in two clicks approach the conference room door on the opposite side. Enter the conference room.

The Conference Room:

Perryman’s Journal: Find yourself sitting at Ross Perryman’s position at the table, in front of you is his journal. Click to begin reading 13 narrated pages that chronicle the sequence of events that occurred while O’Neil was in cryogenic hibernation beginning with the attack of the Armada Destroyer. You can page both forward and back. Click the monitor up above for an abbreviated clip of the back-story Prologue with no audio.

Burk’s Hand: Look left to the next seat clockwise from Perryman’s with the ornate wooden box sitting in front of it. Go there and open the box. To O’Neil’s horror, he finds Burk’s severed hand inside. The monitor above shows another partial back-story video.

Paige's Notes: Continue clockwise around the table to Palmer's seat and a sheet of paper with notes from a meeting the day before the Westwick was attacked and boarded (as depicted in Perryman's log). Note a doodle of an odd device, an item of interest you'll find in her cabin later. It is apparent when you look closely at the scrawlings that something was bothering the intrepid pilot during this final meeting. The screen above Paige's place at the table depicts the mission of the Westwick in its first few moments.

Meet SIMON.

Continue clockwise around the table to the last seat, Captain O'Neil's. From out of nowhere comes SIMON, an odd looking, fast talking robot. He asks if you would like him to reintroduce himself, aware of your loss of memory. If you click "no", he will depart the way he came saying "*I didn't want to talk to you anyway*". You may then feel around on the wall for a hot-spot, click it, and he will return giving you one more chance. Don't click "no" again or he will depart saying, "*Bite me, good luck saving the world*", never to return again, extending one of his three plastic fingers high in the air (**Note:** *If you'd like to view this sequence, save first, then reload your mission afterward to greet SIMON properly*).

Despite the fact SIMON irritates and berates you every time you see him, he can be very helpful, if not entertaining. So say "yes". He proceeds to introduce himself, explaining the acronym SIMON translates to "*Semi-Intelligent-Motorized-Observation-Network*", a moniker he finds offensive due to the "*semi-intelligent*" part. Throughout your relationship with him, he will present for your consideration various silly ideas for a new acronym. After the introduction he abruptly exits saying "*don't call me, I'll call you.*"

Hidden Scrawled Message: Look straight up from the STARSHIP ID PUZZLE to see graffiti scratched into the metal above. "*I will kill you all*".

The Decoder and the Captain's Missing Log Pages:

Click on O'Neil's log resting on the table. The pages are torn out with a coded, hand written note in their place. The decoder will automatically deploy. Begin with the first letter "Q" in the note, entering each into the decoder until you have finished deciphering the message. It will read: "John, I destroyed your log pages and erased any crew logs that can be used against us. Ross Perryman." The screen above plays another clip from the back-story movie depicting the creation of DARKSTAR. Click on Perryman's seat to move nearer the door, then turn and exit the conference room the way you came in. Turn left and notice an array of chrome apparatus similar to the one near the GravGen entrance. Go there.

The Starship ID Puzzle:

Open the hatch of the Starship ID Puzzle. If you paid attention to Brisbane in the Prologue, you know that the ships are Westwick, Eastmoor, Southwind and Northstar. Colored balls contain the prefix directional part of the name and

the suffix is etched into the wheel. Begin by clicking on the purple “W” to move it out of the way so you can move the magenta “E”. It will move into place on the wheel to complete “*Eastmoor*” and will rotate placing the word “star” into position. Move the blue ball with the letter “S” out of the way so that you can then click on the green “N” which will move into place. After this rotation, the word “wick” is in position so you must move the blue “S” in order to unite it with the purple “W”. After you have done this the wheel will rotate once more to line up so that the blue “S” may be clicked on to complete “*Southwind*”. After doing so, click the “ON” button. This puzzle has now enabled the HatchLok puzzle on the Hangar Deck.

The Bridge of the Westwick:

Turn from the ID Puzzle and walk back to the conference room door. Rotate right and see a curved, cherry-wood handrail leading behind the NAV workstations. Click near the chrome box on the wall to go there. Once there, turn and click on the box to open it to discover and unlock your fourth biolok that will allow you to view the movie “*Cornerstone*”.

Now, throw the lever in front of you. The blast doors to the bridge section of the ship will open, a walkway will extend and you may now enter. Proceed across the walkway onto the deck of the bridge and look around. Turn to your left to see a lounge area near a very large oval window. Go there and click on the book sitting on the table. A note is inside to decipher using your decoder. It reads: “*John, Burk is the traitor. He is in league with the Mars Pilot. If I do not return, they got me. Beware. Ross*”. After exiting the note, turn left to the railing along the edge of the maintenance pit and notice a ladder.

Click on the ladder and you will exit the lounge area and descend to the bottom of the pit via the ladder. Once there, click forward to take you to a door with a small green button on the right of it. Press to enter and see a large red button at the far end of the cryo-dock room, then push it. After you do that, click on the round porthole.

The alien scanner you picked up earlier comes to view and scans for similar Armada devices, locating your nemesis on one of the ringed planet’s moons. It shares interesting, classified information about him, evidently a wanted traitor, in league with a spy aboard your vessel. After viewing this, you’ll return to the door and push the green button on the left to exit. You will climb back up the ladder returning to the center of the bridge.

Go left around the glass globe at the center of the room to a chair in front of a control panel, the Master Reboot Station. Once certain tasks have been performed it will bring the ship back online so you may plot a course to DARKSTAR — but it won’t function just yet. You must first acquire water and pre-stage the plasma drives, a task that requires a visit to the planet below in the shuttle. You have already acquired the other two items needed,

(1) coordinates to DARKSTAR (947-D from the Starmap Viewer) and —

(2) the security disk from Paige.

You may click on this panel, but it will give an error at this stage of the game.

What you can do while standing in this location is throw the lever to the upper right of the panel labeled “*open cockpit*”. This lever opens the glass doors currently blocking your path into the cockpit of the Westwick and its three workstations. Throw the lever and the doors will open in sequence, allowing you access so that you may explore this area.

The Westwick Flight Deck:

Walk forward to Paige Palmer’s seat at the center of the flight deck. Try the “*control stick*” to see if the ship will navigate. A screen above illuminates and Westwick Main informs that the helm is offline until the ship is fixed properly, detailing the procedure for you.

Turn back around and walk to the glass globe. This is the ships master gyroscopic mechanism, so go ahead and press the red “*test*” button in front of you. Again, Westwick Main informs you that access is denied — the engines are offline as is the gyroscope.

Now turn 180° and try the workstation just left of the helm chair. Click on the control panel and see a “*temporal ghost image*” of Paige saying, “*It looks like you’ve plotted the course, so here we go. Destination, DARKSTAR*”.

Go right returning to the gyroscopic globe and end up facing the helm again. Pan right slightly and visit the third workstation just right of the helm chair. Click on that control panel to see it operate. When finished, return to the gyroscopic globe.

DEATH SEQUENCE 3/The Failed BridgeSep Attempt:

Save your game first. You should be facing into the cockpit now, so turn left to approach the BridgeSep panel. The Westwick ship puzzle outside the GravGen room enabled this function of the ship, so click on the panel to press the red button you see there. Westwick Main asks you to press again to confirm. You may exit by hitting “*Cancel*”, but since you’ve saved, press the red button again to confirm. Westwick Main checks a final time to be certain O’Neil knows what he’s doing. Press the button once more to execute the order.

Blast doors close and Paige’s cryo-chamber plunges into a tunnel that spans the entire length of the ship, migrating her hibernating body to a cryo-dock beneath the bridge decking. Clamps retract, rockets fire, and the bridge section is liberated from the rest of the ship. Everything seems fine until Westwick Main informs you that the process has been sabotaged. Power to the ship is failing causing it to begin an uncontrolled decent into the atmosphere of the ringed planet and, to make things worse, life-support systems are going down as well.

Ironically all of this could have been ordered by O'Neil himself prior to losing his memory and Westwick Main is powerless to do anything about it. She apologizes in a deteriorating voice as a temporal image of Paige turns to say “we're doomed”. O'Neil pleads for assistance, but she fades away as flames engulf the falling starship. Peter Graves says *“There is a scream that only you can hear... because it is your own.”*

Reload your Game. Return to the “load” menu and select your saved game. You'll find yourself at the glass gyroscopic globe where you left off. Once used to this process, it should only take you about 15 seconds to return to a game from the black “death” screen.

Second Sighting of the Scythe Interceptor:

Looking to the rear of the ship away from the helm and to the left of the glass gyroscopic globe is the other lounge on the starboard side of the Westwick. Go there and look down at the table, then click on the gravity sculpture with small brass balls and a wooden base resting near the lamp. O'Neil contemplates the cat & mouse game being played by the enemy Armada Scythe Pilot as he sits on the couch. Then suddenly the Scythe blasts into view from beneath the Westwick arcing over and around the bridge. O'Neil runs breathlessly to the port-side window to see the Scythe Interceptor flying towards the planet and disappearing into the distance. Exit the port side lounge and turn back to the ladder leading down into the maintenance pit. Descend the ladder to discover a hidden deck of the Westwick and SIMON's room.

SIMON'S Area of the Ship:

At the bottom of the ladder, you may notice a red blinking light ahead of you that was not there before. Click to approach it, open the door and enter this corridor to move astern. Open the door at the end of the corridor to find yourself in a hidden section of the ship between decks that SIMON utilizes. See a note pinned to a chrome gate that reads *“Keep Out!”* Click on it to move closer and further read *“...That means YOU O'Neil!”* Enter the gate despite the warning. The contents of this room helps you to understand how a robot can slowly go mad over a period of 312 years alone with very little to do.

Approach the three antique television sets to your right. Click on any of them and trailers for some old movies will play. SIMON has spent over three centuries watching these movies here to pass the time, viewing some of these flicks hundreds of times. Turn and approach the old typewriter on the table. Click on it to see a stack of paper in which SIMON has typed the line *“All work and no play make SIMON a dull boy”* thousands of times. Click on the photo of O'Neil that SIMON has decorated for his own amusement to take a closer look at it. Then click on the “years in space” chart noting that SIMON's green pen gave out after 80 years, so he switched to a red one. These are all clues as to why the robot

has adopted such a sarcastic tone with the rest of the crew, and seems to have little enthusiasm about any of the dangers lurking aboard the starship. SIMON will only help you if he feels like it.

The Music Box:

Pan a bit more to the left to see the dog-bone shaped spaceship model and click the key on top of it. It seems to be nothing but an innocent music box, so O’Neil leans in to listen to the song it plays. Suddenly sparks begin to fly and things seem to get dangerous as the object reacts. With what he’s experienced thus far, the Captain steps back to warily watch what happens next. A green flash of energy ignites and follows a meandering path along the floor, up the storage room door frame, and then to the lock. With a puff of smoke it is unlocked. Click the lock and the door will open so that you may enter.

MAGS (Motorized Artificial Girl for SIMON):

Empty boxes fill the storage room. Notice particularly ones for a vacuum cleaner, a food processor and a toaster. Emerging from behind them comes a cheeky little purple robot named MAGS. SIMON has created her from objects found aboard the Westwick to keep him company. After a lengthy diatribe, toast unceremoniously pops out of her head. She kicks you out of her room and the door slams in your face, but you can click on the lock again. She emerges and circles around the Captain reprimanding him soundly for disturbing her again, ducking back into her closet with the door slamming shut behind her. Click the lock once again and she returns a final time telling you to get lost in about twelve different ways and then slamming the door in your face again. Click all you want, she’ll ignore you from here on. (***Tip:** Meeting MAGS can be vital to your survival later on, depending on the circumstances and the paths you choose to take from here.*)

Deeper into SIMON’S Lair:

Exit SIMON’s room the way you came in. Outside the gate you will see a round door to your left, go there. Click on it and the door will open with a small bridge extending for you to walk out on. Look to your left and to your right from this small bridge path. You may step down and look more closely at these two areas on either side. This tunnel migrates one cryo-chamber to the bridge cryo-dock during a separation event (BridgeSep). Examine both locked blast doors if you like, then return to the bridge path. From there, continue on into the next compartment through the second round door at the end of the path. Proceed forward one click through a turn in the corridor. When you stop, look to your right and notice a small door and enter the wine cellar. Click on the rack and O’Neil will pick up a bottle to examine it. Exit the wine cellar the way you came in.

Retrace Your Steps to Activate the Dumbwaiter. You’ll end up looking down the passageway outside the wine cellar, but you need to turn back around and return the way you came to perform a task. For SIMON’s dumbwaiter lift in the next room to function, you must go back and trip a few switches in sequence without

deviating from the path (as done to see the wine cellar). Return to the round door, walk across the small bridge path and back into the room where you found the gate leading into SIMON's room and the note warning you to "keep out".

After entering through the round door, turn immediately to your left and notice a big, purple button with the Number 1 on it. Go over and press that button, then return to the round door. Go back through and cross the bridge path into the next compartment again, the door closing behind as you do. Turn immediately to your left and see a second big purple button with the Number 2 on it. Go over and press that button, then turn back around and proceed left around the corner and walking once again to the wine cellar door. Do not enter the small door, instead pass the wine cellar to end up in a kitchenette equipped with a food synthesizer and preparation table. Just above the small counter you'll find the final purple button with a number 3 on it. This room represents another reason SIMON might have hated the crew — a place where he formerly prepared food and drink, waiting on the crew hand and foot over three centuries earlier.

Press the button and the dumbwaiter lift will descend into the chamber. You'll squeeze inside and ride it upstairs taking the path SIMON often uses to access the conference room — indeed to the very spot in which he originally introduced himself to you. "Dumbwaiter" is probably yet another term that SIMON surely despises and most likely takes very personally. After disembarking from the lift, walk down the narrow hall and left around the corner to find a final SIMON switch (note the symbol of SIMON holding a tray). Enter the conference room ending up standing near O'Neil's seat there.

LEVEL TWO/The Rec-Level:

Walk around the conference room table exiting through the oval door. Click on the chrome stairs to the right and then on the purple elevator doors to approach them. Enter the elevator and click on the elevator buttons to move closer to them so you can press the LEV 2 button. The elevator will quickly take you there. Turn around 180° briefly to notice the steel door with a triangular window and green button to its right. For now, access is denied to this area, but we'll soon fix that. Look up through the clear ceiling of the elevator car to see into the shaft above and the stars beyond the glass dome.

5-sided Billiard Game:

Turn back around 180° and exit the elevator, looking then to your left to a purple felted pentagon-shaped billiard table. Click on it to approach. Once there, click on the table and O'Neil will pick up a cue and line up a shot behind the white cue ball.

The table speaks in a mechanical voice offering you a choice of "*left English*" or "*right English*". If you choose "*left*", you will knock all the balls in at once winning immediately. Instead, let's choose "*right*". You may always play again and try the all-in-one-shot if you like. In fact, you may play as many times as you like and try out all of the possible shots without leaving the area or having to save-quit-reload.

All but two of the lavender balls fall into the pockets and again you are given a choice of shots. This time, pick “*left English*”. The ball will go into the pocket and you are then given three choices by the mechanical voice. Shots B & C will miss and the table will express doubt that you are indeed O’Neil because “*he always wins*”. Choose shot A and you will sink the shot. As a bonus, the table gives you an important, strategic hint. “*Pick up a gun, the correct gun. You will indeed need it.*” So far you have encountered no gun, but this advice turns out to be very true as you will soon discover.

The Catwalk:

Exit the billiard area and approach the spiral staircase at the center of the room. Climb the stairs and you will end up at the Theater controls but they won’t function yet. Turn to your right and walk around the catwalk ending up at the access tube that leads up to level one. To unlock and test the access tube, enter it and throw the switch to the right of the entrance. Since you previously cleared the switch on the other side you will climb the ladder and emerge on level one near the cryogenic units. Go ahead and throw the switch again and return to the catwalk down on level two to continue your tasks there.

After exiting the access tube turn left and continue along the catwalk to another big red breaker button. Press it to unlock the utility room downstairs hidden behind the service lift. Turn to your left and continue around the catwalk returning to the Theater controls. They still don’t work because you must first enter the utility room and throw switches that activate several level two functions. To perform that task right now, turn around and descend the spiral stair, ending up facing the elevator. Turn around 180° and locate the top of a potted tree across the room just to the right of the spiral stair — click there. You are at the top of a small set of steps that you must descend, ending up facing the lift. Click to the left of the lift to find and clear a biolok hidden behind it before going into the utility room.

You’ll end up facing into the lift. Look to your left and you can barely see the long door encasing the biolok and the green light above it. Go there and open its door to trip your fifth biolok, unlocking the movie titled “Exiled”. After it closes, turn back to your right and click just inside the lift door frame. Go there, enter the lift, and continue on through to exit the other side. Turn around to face the lift again looking to the right and behind it. You’ll discover a small door with a purple button on it. The red breaker button upstairs on the catwalk enabled this for you, so press the purple button and enter this tiny utility room.

The Level Two Utility Room:

There are four switches at the far end of this utility room.

- (1) Unlocks the door with the triangular window located in the elevator, this leading to the secondary airlock chamber.
- (2) Unlocks the east and west entrances to the Gallery (below the floor) and also activates the LABRYNTH game.
- (3) Powers up the service lift that takes you down into the lower decks.
- (4) Powers up the Theater and the Holographic imager. Throw all four switches.

Exit the utility room and turn right outside the door clicking on the carpeted steps leading up to the higher decking. Proceed towards the elevator past the spiral stair but do not approach the elevator. Instead, turn left (away from the billiard table) and walk over to the Holographic Generator.

The Holographic Generator:

This device reveals the location of all bioloks aboard the Westwick. Once in front of it, click to zoom into the buttons. Click the second button labeled “diagrams” illuminating floor-plans that show you where each lock is located: 4 on level one, 2 on level two, 3 on level three and 1 in the Podbay. Press the “HOLOGRAM” button to activate a transparent 3D version of the ship that reveals each biolok location and a schematic showing which ones have been tripped. In this case, six will be green (unlocked) and four will be purple (locked). Press the fourth button “ROTATE HOLD” causing the model to rotate with indicators showing each specific location. Press the “POWER OFF” button to shut down the system.

The LABRYNTH:

Turn around and click just to the left of the spiral stairs. Click again to the left of them through the opening in the railing and walk to the LABRYNTH’s entrance. If you recall the final page of Perryman’s log in the conference room, it revealed that he has hidden the shuttle codes inside the puzzle somewhere. He also warned that its safety mechanism is disabled — a protocol allowing NO EXIT prior to solving it, transforming this “game” into a potentially deadly trap.

Click on the LABRYNTH throne to sit down there. Click on the screen above the miniature wooden maze to see a glimpse of what is in store for you inside. Click on either of the pads and O’Neil will be projected into the maze. He sighs and says “here we go.” There is a loud noise, and he is suddenly inside the roughly hewn wooden maze that has been cut into the shape of the Westwick. From inside the maze he can no longer see the room that is level two of the Westwick, this replaced by stars, the ringed planet, and outer space beyond the room. A steel-cut version of the maze is hewn into the wall atop a flaming pot before you. You are at the center of the maze with a long way to go to escape.

Mini-Deaths Inside The LABRYNTH:

No need to save because these won’t kill you, but merely put you back to the start of the LABRYNTH. You may skip these if you want to get right to solving the puzzle by going on to the next section on the opposite page, “Navigating the LABRYNTH.”

SUICIDE by Poison: Turn around behind you and notice the “?” button on the wall. Click just left of the button to exit this center chamber through the maze corridor. When you stop, don’t take the passage before you, but turn to the right of the wooden column there and click at the very right edge of the opening (it goes both left and right — go right). O’Neil will come to a shelf with pills and a glass of wine. A sign says *“An Easier Way Out”*. Click on the shelf and find yourself sent back to the beginning of the LABRYNTH.

SUICIDE by Handgun: Exit the center chamber through the maze corridor as above, and when you stop, continue directly forward. When you stop again, turn around and see the “?” button on the wooden column. Click to the left of it and continue. To your right will be a Westwick logo sculpture mounted on the wall. Turn away from it and go left, clicking just to the right of the “?” button. When you stop, keep going directly forward by clicking just to the right of the wooden column in front of you. While walking, notice the nice view of the planet above. After stopping, click directly forward towards the orange glow (a burning firepot you’ll walk around) going quite a distance before you come to a juncture. Find the “?” button at this location and click on the first passageway to the right of it. Go there and click on the path to the left and you’ll approach a gun on a shelf with another , *“An Easier Way Out”* sign. You hear Peter Graves say , *“But this... this is the easy way out, isn’t it.”* Click on the gun and it will go off in your hand sending you back to the beginning of the LABRYNTH, O’Neil jumping up as if awakening from a nightmare.

The Booby-Hatch: Exit the center chamber through the maze corridor as before, and when you stop, continue directly forward. When you stop again, turn around and see the “?” button on the wooden column. Click to the left of it and continue. To your right is the Westwick logo sculpture on the wall, turn away from it and go left clicking just to the right of the “?” button. When you stop, keep going directly forward by clicking just to the right of the wooden column in front of you. After stopping, click directly forward towards the orange glow going around the firepot and walking quite a distance before you come to the juncture. Find the “?” button at this location and click on the first passageway to the right of it. Go there and click on the path to the right and you’ll approach the booby-hatch. Click on the lever one might think is an easy exit from the LABRYNTH. Instead, you’ll find yourself once again at the beginning in the center of the maze.

Navigating the LABRYNTH:

Turn around to examine the “?” button on the wall. This button does not yet function, we must first locate the device that activates it. Click the area exiting the center chamber just left of the button and when you stop, click straight ahead to keep walking. When you stop again, turn around 180°. Go back the way you came, clicking just to the right of the button on the wall. Be ready to click on the screen when you see a passageway forking to the right with a chrome panel. Watch for the hot-spot with your cursor. After you see a falling star about

20-seconds down the corridor you'll need to click in the upper right hand side of the screen. If you do this right, you'll end up facing a panel. Press the button and the "off" indicator rotates around to the "on" position.

Turn back around and return to the intersection. Click on the left side of the screen to go that direction returning down the corridor to where you back-tracked from earlier. Once you arrive, turn around again 180° and press the "?" button you see on the wall. It is now functional showing your exact location inside the LABRYNTH with a "you are here" indicator. All of the "?" buttons throughout the LABRYNTH are now active.

Click to the left of the button and proceed through the maze. When you stop, turn left (at the Westwick logo) and proceed down the passageway just to the right of the button. When you stop, keep going directly forward by clicking just to the right of the wooden column in front of you. After stopping, click directly forward towards the orange glow and around the firepot walking quite a distance before you come to the juncture. At the juncture, turn very slightly to the right and see a very narrow, dark slit of a passageway just left of a wooden column. Go there and then turn immediately about 90° to your right and walk down the curved path leading to an antique door. Opening the door reveals the hidden shuttle codes. Click on them to put them into your "assets" area and close the door.

The LABRYNTH: Two Ways Out.

You are standing at the antique door with the shuttle codes you need safely in your assets inventory. There are two ways out of the LABRYNTH from here. One is the fast, easy way utilizing the "Jumper", the other a more difficult path where you must navigate the entire maze to the end. Hit SAVE if you wish to try both methods. Otherwise make a choice and defeat the LABRYNTH.

The Easy Way Out of the LABRYNTH (Utilizing the Jumper.)

Turn from the antique door and return up the corridor to where you entered. Enter to the right of the "?" button from there. You will arrive at another junction with several path choices. Turn to your right where you'll encounter two entrances separated by a round column, both of them to the right of the button. Take the second (the one on the right) and you will arrive at the Jumper.

The Jumper is an instant shortcut to anywhere in the LABRYNTH. Milestones within the LABRYNTH are marked with a sculpture, all of which are represented on the jumper panel (bat, spider, bolt, moon, skull, dagger, snake, and biohazard symbol). Press the "*biohazard*" symbol button just left of the bat at top. You will catapult into the sky, looking down to view the entire maze and then fall back inside ending up near the exit of the LABRYNTH facing the "*biohazard*". Turn right from the "*biohazard*" sculpture, and walk down that corridor. You'll exit the LABRYNTH and a victory missile will launch. Walk onto the sand turning back to view the floating maze you have beaten. Click on the maze to reveal the solution showing the path from its center to the place where you now stand minus the

jumper leap. **TO EXIT:** Click once more on the maze to return to the Westwick's level two deck.

The Hard Way Out of the LABRYNTH.

Reload your mission to defeat the LABRYNTH the "hard way". Instead of entering the passageway to the right of the "?" button, click on the passageway just to the left of it. When you stop, keep moving forward...do not go to your right. When you stop again, you'll end up near the sculpture of the spider on the wall. Rotate 180° from the spider and go down that passage. You'll see O'Neil stop with a firepot burning behind him.

Turn to the passage that he is looking at and click on the right edge of the opening taking you to the right, not left. This jaunt is the longest section you will walk in the LABRYNTH, seeing a shooting star and walking for over two minutes. You'll end up facing a firepot, so click on it and you'll take the passage to its left and end up facing another button.

Press it to see where you are. If this maze shaped like the Westwick represented the real ship, you would be standing in Perryman's cabin. Click inside the passageway just to the right of the button and walk to the bat sculpture. Click just left of it and you'll walk directly to the "biohazard" after passing a firepot. This is the location that the jumper leapt you to earlier. From here, your exit is exactly the same. Turn right from the "biohazard" sculpture and walk down the corridor, then exit the LABRYNTH as before. The victory missile launches as in the "jumper" version. Walk onto the sand and turn back to view the floating maze and click on it to reveal the actual solution showing the exact path that you traversed from beginning to end via this guide. **TO EXIT:** Click once more on the maze to return to the Westwick's level two deck.

The Card Table:

You have escaped the LABRYNTH and are sitting once again in the mental projection throne. Turn to your right and exit the area. Note the round cherry wood table at the end of the railing ahead of you. Go there and you'll see a solitaire game on the glass tabletop. Click on it to move inside the area, then click on the game again to locate the single move. The red three of hearts goes on top of the four of clubs. Click on the three to finish the game which reveals a bloody ace. O'Neil realizes that this is somebody's idea of a game. "But whose?" he wonders.

Crew Codes and the House of Cards:

Look left of you and click on the house of cards to move in closer. Click on it again to get very close. The idea here is to take the tiny note beneath it without knocking the house down. It contains the codes to all of the crew's cabins. As long as you click precisely on the note and not on the cards, you'll acquire it with no problem. **Caution:** *If you knock this house of cards down, you are stuck here until you rebuild it!*

Rebuilding the House of Cards:

SAVE FIRST! Click anywhere on the house of cards to knock it down so that the solution may be revealed. Skip to “The Royal Flush” if you don’t want to do this right now.

To rebuild the house of cards you must click in 6 areas.

- (1) Just left of center of the pile near a partially buried joker.
- (2) Right in the center of this first build of your house.
- (3) At the highest point of the house.
- (4) At the center of the newest level/layer of cards you just placed.
- (5) On the “A” shape of cards at its highest point.
- (6) Right between the highest two “A” shapes.

Tip: You can “feel” around and watch the cursor change to find the edges of the hot spots. Clicking outside the shape of the house will always knock it down. Click carefully on the note when you pick it up, it contains all code numbers required to gain access to all of the crewmembers’ cabins. The “*Crewcode Note*” will appear in your assets.

3125/O’Neil
6661/Perryman
7337/Palmer
0227/Burk

The Crew Cabins:

Finish the table by moving counter clockwise to pick up the royal flush. O’Neil wonders who was playing poker while he was in cryo-sleep all those years. Burk? One of the Armada intruders? Click near the exit to the round card table, and walk back to the center of the room. Now that you have cabin codes, go explore them beginning with O’Neil’s. Return to the main elevator and click on the elevator button. Exit the elevator into the main hub of the ship going past the ladder and ending up in front of the security camera. Turn right and go to the west blast doors. Throw the lever and walk to the cabin doors.

Captain O’Neil’s Cabin/3125:

Click on the door on the left labeled O’Neil. Click on the lock mechanism keypad and the enemy scanner will deploy serving as viewer that causes fingerprints to glow. This reveals that the 1, 2, 3, 5 and “submit” button were pressed at some point, logical since O’Neil’s code is 3125. Had you not picked up the scanner, this clue would not be revealed to you. Enter the code and press “submit”. After Westwick Main says “Crewcode O’Neil”, click the door and enter.

Walk forward one click and look to your right to see a portrait of O’Neil and Palmer inside the curio cabinet — click to take a closer look. Turn back to the teal chair and approach the guitar nearby. Click on its headstock and O’Neil hears a chord. Click on the chair and sit down. The light will come on for you, and to your

left notice a book on the built-in table leaf with a drawing of the solar system by Copernicus. Click again to back out of the view.

The Telescope/2nd Chance to Find Coordinates to DARKSTAR:

Click on the telescope beyond the book to approach it, then again on the eyepiece. You'll see DARKSTAR with "coordinates targeted" indicated at 947-D, matching what you discovered using the StarMap Viewer. Make a note of this, you'll need it at the ReBoot panel once the ship is ready to launch. Click on the image to back out.

Walk over to the couch and sit down to end up facing the table in front of it. Click on the small screen built into the table and hear more useless information from Westwick Main, basically an apology for not knowing anything that is of use to you. Each crew's cabin has a screen like this, but there is a way to transform the player into something more useful.

Cabin Remotes:

Turn to your left and note the end-table built into that part of the couch. Go there and pan slightly down so you can open the drawers. Click and both will open, the bottom one containing a round electronic device. This is a personal remote that operates the viewer hidden inside the video table — there is one of these hidden somewhere in each of the four cabins. Take it noticing that it appears in your assets inventory. Close the drawer, turn around returning to the couch. Click on the screen again.

O'Neil's Personal Logs and Inter-ship Communications:

"Welcome to your personal desktop". The interface allows you to view messages from other crewmembers and also O'Neil's log entries. These and other such entries found in the other three cabins tell the tale of what has happened to the ship and her crew. Find also a bio of each crewmember that you may access by clicking the photo in the upper left of the screen. To leave the screen, press the red exit button. You'll have an opportunity to return by pressing "back", or continue to exit by hitting the exit button once more.

Click on the first log entry from O'Neil. He refers to the Armada Destroyer that is slowly closing in on the Westwick and the desperate need for a viable plan. After each message (Comm or Log), the interface will return to its home state. You can click "next" and scroll through all of the messages in order or you can select them at random by clicking on each individual entry. Each has a date to help you put together the sequence of events after watching all crewmember logs and communications. Beware, some of what you see may not be true, false information planted to confuse and manipulate you. One interesting incoming message is a communication from Zoe Palmer of Northstar warning O'Neil to stay away from her sister Paige. Exit this screen now and return to the couch.

SIMON Returns:

SIMON invades the cabin with a new acronym to bounce off of you. He advises you to be sure to trip all of the bioloks and lets you know you can't leave the ship to acquire water for the coolant tanks without doing so. He also tells you about the "*holographic imager*" down on level two which helps you locate the bioloks and gives a report of which are still locked. He calls you stupid and exits the room, perhaps not realizing you've already figured out the imager on your own.

Photographs:

Turn left a bit and look past the end table with the drawers and see a mantle with pictures hung above it. Go there to examine them. Displayed with two medals (one a Congressional Medal of Honor, another from NASA) is a photograph of the President with the inscription "*John, God bless you and your crew*". You can look more closely at each of the pictures by clicking on them.

O'Neil's Ready Room:

Turn just to the right of the mantle and click along the edge of the wall near the marble column built into it taking you around the corner to face the ready room door. Click on the small white button to its right to enter. Turn to your left and click on the countertop where you'll see a bottle of wine, a watch, and a laptop device. O'Neil encounters his unfamiliar face in the mirror. "*Who in the hell is this guy?*" Pan left looking at the countertop and touch the watch. Its face is smashed, the hands dead at 7:03. You hear Perryman's voice say "*September 3rd, 2187*", the day the Armada overtook the Westwick after the long chase. Whose watch is it?

O'Neil's Personal Computer:

Pick up the large computer device with the Westwick logo on it. A screen will deploy with "*classified content*". Compiled by Ross Perryman, this presentation depicts edited events of September 3rd as the Westwick was seized by the Armada Destroyers' tether beam and boarded by the enemy crew. Most of the story mirrored in Perryman's log has subtle differences to watch for in his accounts — raising as many questions as it provides answers. Notably conspicuous is the missing six hours and twenty-four minutes of data.

After the presentation ends and you return the device to the counter. Look up to the right hand corner past the mirror and see O'Neil's framed certificate on the wall — take a closer look if you like. Pan right to the shelves just to the right of the tribal mask and go there. Press the blue button to open the glass doors and click on the books inside. O'Neil scans them, a group of 20th century pulp sci-fi books, a set of flight manuals for the Westwick, and a group of reference books detailing recent historical events. Click on the blue button to close the doors, then turn and look left of the mirror to see a wooden plaque with the dark shape of a sword that once hung there. You'll locate the sword later.

Turn to the left of the entrance and walk to the threshold of the kitchen. Pan left a bit and notice a rack with bottles of wine. Click on the tiny drawer at the bottom of the rack to approach and discover a note from Burk. “You’ve gone too far this time!” Pan right and click on the door that leads into the lavatory to enter it. You may walk over to the mirror near the toilet if you want to. Open the shower door and enter it clicking on the panel that reads “*Dri/Shower*”. O’Neil is treated to a Dri/Steam shower that not only disinfects and cleans the Captain, but his clothing as well. Westwick Main says “Have a great day” as the irritated Captain exits the unit. Go left and exit the lavatory the way you came in.

Click the map on the countertop above the food-synth causing you to exit the kitchen through the ready room door and approach the bar from the other side to examine it. A memory of the Westwick on course to DARKSTAR comes to view, and is interrupted by the Armada attack, drifting to its present position. Click when finished examining the map. Turn back towards your right and move to the main door to exit the cabin.

Perryman’s Cabin/6661:

Outside O’Neil’s doorway turn to your left to click near the biolok and then on Perryman’s door to approach it. Touch the keypad to lean in and the scanner will deploy allowing you to see fingerprints on the 1, 6, and “submit” buttons. Go to your assets viewer and find the note you pulled from under the house of cards. Perryman’s code is 6661. Enter the number then “*submit*” and the crewcode will be accepted. You may now click on the door to enter.

The Hidden Key. First, turn around and see a wooden model of the bridge section of the Westwick displayed prominently on a cherrywood table just below the Venus painting. Click on it and the model will rotate revealing a compartment that yields an antique key. The key will go to your assets inventory and you may continue.

A hidden photograph. Turn to the glass case to the right of the wooden model and notice a clock inside. Touch it to move in and see the its reflection in the mirror behind it revealing that the clock is devoid of any inner mechanisms — hiding instead a photograph of Paige Palmer inside. Perhaps a metaphor for time having no power over matters of the heart?

The Memorial Curio. Move another step into the cabin, then turn slightly to the left to see a glass clockwork globe on the shelf. It is a memorial curio that contains a video clip featuring a Purgatory II inmate murdering the Warden during the riot that ended Earth’s control of the facility (a scene contained in the back story chapter “*Exiled*”). It concludes with the postscript “Brandon Perryman/2110-2157”. We know from the documentary that the Warden’s name is Tom Carlson, so the Perryman referred to must be the inmate. A relative? Curious indeed.

Burk's Disciplinary File. Go to the tabletop built into the green chair in front of you and check out the coffee-stained document sitting there — a conviction certificate and disciplinary report relating to one Officer Alan Burk. Apparently he has quite a long history bucking authority, regularly rescued by his father who is an Admiral James T. Burk. Click on the document when finished.

The Chess Board. Turn back around to face the bar and walk to the chess game sitting on the bar near a cup of centuries-old coffee. Click on it and see the pieces move on their own in a series of plays ending in a “checkmate”. As with the card game downstairs, O’Neil wonders who won this game, and who lost — and at what cost?

300 Year-Old Coffee. Click on the coffee cup to the right of the chessboard. O’Neil picks it up without thinking and takes a grimacing sip. “*300 year-old coffee, whew*”. Now turn to your right and go to the ready room door, pressing the white button to the left of it.

DEATH SEQUENCE 4/A Poisonous Plant in Perryman’s Cabin:

Save before doing this. Inside the ready room just left of the mirror is a strange red and green plant. Click on it and the plant wraps itself around O’Neil and slowly kills him. Fade to black as Peter Graves says “*...darkness comes finally, and perhaps it’s for the best.*”

Perryman’s Ready Room.

Reload your Game. You’ll find yourself back in Perryman’s ready room unscathed. Click on the mirror where O’Neil again comments on the stranger he finds there. “*Nope, still no idea who the hell you are.*” Note logos on O’Neil’s uniform are not reversed as they should be in a mirror, an oversight by the animator while compositing the scene (purposely left to see how much stink it would raise on the internet!). Pan to the upper left side of the mirror to see Perryman’s certificate.

A Note. Pan down to the counter and click on the handwritten note. “*John, if you are reading this, I have not returned successfully. I’ve left written records of our situation in the conference room and recorded log messages for you. Good luck — Ross. P.S. Watch your back!*” Click when finished.

Perryman’s Remote. Turn to your left and go to the shelves clicking the blue button to open the glass doors. The upper left cubby is the only one that appears empty. Click on it and find Perryman’s remote in there. It will go to your assets inventory. Push the button to close the doors.

The Bag and a Clue. Turn around to look into the kitchen area and see the leather bag on the floor. Click near it to move to the threshold of the kitchen. Now click on the bag to move closer. To open the bag you must click exactly on the zipper near the upper right of the frame. The bag will open revealing several miscellaneous items and the code for the clamp that blocks the Pod Bay doors from outside the ship. This will go to your assets inventory for use later. To the left of the bag is Perryman's lavatory. There is really nothing of consequence inside that is different from O'Neil's cabin, but you may go in and check it out if you like. The steam shower works.

The Glass Globe and a Warning. Return to the sliding door into the ready room and exit. Click the glass globe ahead of you to approach. When touched, it begins to rotate and play a message from the President. "*I beg you, do not repeat the historic errors we have made in our arrogance.*"

Pan left and go sit on Perryman's couch.

Perryman's Personal Logs and Inter-ship Communications:
“**Welcome to your personal desktop**”. The interface allows you to listen to messages from the other three crewmembers and to Perryman’s log entries. There is more to see here than in any of the four cabins—three incoming messages and nine log entries.

There are messages from O’Neil discussing the plan and expressing doubts about Burk. A message from Burk indicates a distinct animosity towards both Perryman and the Captain in the days preceding the Armada attack, reinforcing the idea that Burk was perhaps not on the level.

Nine log entries also reinforce Perryman’s account of events depicted on O’Neil’s personal computer, and also in the First Officer’s log we examined in the conference room. The last entry proves that SIMON’s penchant to irritate is not reserved exclusively for the Captain; he seems to like Perryman even less. Press exit twice to close the viewer. Turning slightly right, go to the two drawers at the end of the couch to find them empty, perhaps once containing items found in the leather bag in the kitchen. Was Perryman planning a trip somewhere besides the planet? Why did he leave the bag here, packed and ready to go? Did he intend to return and then go someplace else? From here, look up and click on the small control panel imbedded in the tabletop to zoom in. This “*Cabin Remote*” gives a read-out of the temperature, lighting and gravity settings for that cabin. After the read-out is complete, you may attempt to page a crewmember by clicking again. There is no response of course. These panels are found in each of the crew cabins.

Perryman’s Trunk and the Hidden Gun.

Now turn to your left and click on the wooden trunk to approach it. You have the key in your assets inventory, so click on the lock and you will be able to open it.

Click on the layers of items inside until the false wood bottom of the trunk can be seen. Click on it to reveal a gun. Note the power indicator light on the gun flashes green and beeps as the object goes to your assets.

IMPORTANT NOTE: This object is the key to your survival. Without it you cannot complete the mission successfully. You will find three other guns during this journey, and they may seem identical. You will discover later that two were purposely drained so that the Armada landing party would fall victim to a trap. Indeed, each gun you find will be near the corpse of an Armada soldier, only one of the three is active. DARKSTAR will allow you to trade this gun for any of the others, but beware of a gun with a red flashing power indicator. It will fail you later and you will die.

After acquiring the gun, turn left from the trunk and notice a stone sculpture of the Westwick hanging above the mantle near the bed. Click on it. When you walk there, your view will purposely turn away from it and end up facing the bed. This is by design for the purpose of minimizing the importance of this object and make it more difficult to discover. Turn back around to face the sculpture. Feel around the front of it until your circular cursor turns to an arrow near its bridge section. Click there to reveal a hidden button, press it and a hatch in the floor will appear.

A Hidden Level of the Westwick.

This area of the ship could easily go undiscovered and is not necessary to complete your mission. Parallel to SIMON's deck, this maintenance area contains environment ducts and a tram system allowing authorized personnel to access tubes leading to areas that are dangerous (the tubes are blocked by deadly electrical fields). Another interesting point is that all three of the other crewmembers' cabins may be accessed through these ducts and passages without requiring crewcodes, but ONLY from Perryman's cabin. Though not imperative to your mission, it's fun, and there are two SIMON sightings.

Enter the hatch in Perryman's floor. "*Interesting, I don't think I was supposed to find this passageway*" mumbles O'Neil as he descends. Once the hatch closes behind, move forward. Turn to your right and follow that fork in the ducts. If you were to go forward again, you would encounter a tunnel and then a fan door. There is a "loop" here just to confuse you a bit, so go left to see the exit of this tunnel first and check it out from the back-side. Go left and walk into the darkness emerging around a corner and stopping. Pan right a bit and click on the fan there. It will open so you can crawl through the tunnel emerging on the other side. Proceed forward one click and you'll be where you were before.

Turn right and walk into the darkness again, returning to the fan door. This time, click between the fan and the mechanical apparatus at the left to go between them and proceed onward through the duct work. Go forward another click and arrive at a small ladder. Climb the ladder to hear O'Neil exclaim "*what the...*"

and find himself crawling from under a bed into his own cabin. Notice there is no seam in the floor nor access to open the passageway from this side. Cabin vent access is a one way proposition.

Click to the right of the column on the mantle to go to the ready room door, turning to the right to click on the guitar. Turn left from there and go two clicks toward the exit to O’Neil’s cabin. Touch the keypad to return into the west wing corridor, going left and past the biolok to enter Perryman’s cabin once more using the code 6661/“submit”. Enter the cabin once again making your way around the room to the sculpture above the mantle, locate the secret button, and climb down into the ducts again.

Easter Egg/SIMON in the west ducts.

You should be facing down the first passageway of the ducts again. Go forward one click and turn left this time. Proceed two clicks down the duct work to arrive at a hatch in the floor and a lever to the right of it. Pull the lever and hatch will open allowing you to descend a narrow set of steps into the West Tram Dock. Before exploring this area, go back to see an Easter egg featuring SIMON that might be difficult to find without the assistance of this walkthrough booklet. Return back up the narrow set of steps and go back through the ducts the way you came, walking two clicks. SIMON rolls in and bounces another acronym proposal off O’Neil to which the Captain refuses to qualify with a response. “Okay fine, I didn’t want to talk to you anyway”, quips the robot and he sings to himself as he exits. You can chase after him if you wish, but he’s gone. Return to the Tram Dock. Turn back 180° and go two clicks, throw the lever and again descend the narrow steps.

The West Tram Dock:

Pan right and walk to the pit steps at the opening in the railing. The tram is not here yet, so pan left and walk over to the display to examine the tram tunnel layout. The lateral conduit goes all the way to the East side of the ship ending up at another Tram Dock beneath Palmer and Burk’s cabins. From the central hub “roundabout”, tunnels extend to the north and south ends of the ship as well, the south leading beneath the cryo-chambers, and the north into the cryo-dock located in the sub-level of the Bridge. Alerts on this panel show that the call function on the east side is not operational, the steering mechanism of the tram itself is malfunctioning randomly, and that the fore and aft blast doors are sealed due to the Emergency Lockdown situation.

Turn back to your right and descend the steps into the pit so you can look down the access tunnel. Click inside to enter. After walking about 25 feet, O’Neil stops. Click forward again and he receives a shock from the field preventing access. “Oh God!” he yells. The central hub is dangerously radioactive due to its proximity to the plasma core which is why this field is in place.

DEATH SEQUENCE 5/The Electrical Field West:

Save your game. Click on the field a second time and O'Neil is killed by the double-dose of high voltage. Reload your game and turn around to return to the West Tram Dock.

The Westwick Tram:

Once you exit the tunnel, ascend the steps and look to your left to see the red call button — press it to call the Tram. After arriving, the hatch will open and the seat moves back inviting you inside. Click the entryway to move closer, then click inside the Tram to climb in. The tram controls are simple, the main functions — forward, left and right. Click the forward (FWD blue arrow) to initiate the tram. The door seals you inside and launches down twin chrome rails to the roundabout. Suddenly, as warned by the tunnel display, the Tram spins randomly several times leaving you disoriented.

The South Tunnel: You are facing south into the tunnel leading beneath the cryo-chambers. To proceed where you eventually need to go on the east side of the ship, you would click left (L with the blue arrow) taking you directly to the East Tram Dock, your desired destination. Instead, check out the south end of the Tram tunnels by clicking FWD. The Tram's guide rail locks into place and the vehicle takes off and comes to a halt at the south blast door with no way to open it from here. Notice you may look around inside the cabin in order to find the way out. But the doors are locked to prevent exit and inevitable harm to you caused by the deadly radiation inside the tunnel system.

The answer is below the main three blue arrow buttons. F, V, Start, Aux, and five smaller buttons (AC, Grav, Temp, Lock, and REV) populate the panel. Pressing any will initiate an error message, all except for one. Of course, the correct button is REV for Reverse. Click it and the Tram backs out of the tube, spins around several times and ends up facing an unknown direction once again at the roundabout.

The North Tunnel. Press FWD again to discover that we have ended up facing North as we arrive at that blast door. You were once on the opposite side of this very door while crossing the small bridge-path between the two circular doors in SIMON's area. During a BridgeSep event, the path retracts, the two blast doors open and the occupied cryo-chamber containing Paige Palmer would be migrated safely into the cryo-dock beneath the lower deck of the Bridge.

Utilizing the REV button, return to the roundabout. Again the Tram will spin around several times to confuse you, and perhaps by now you will begin to think that this smells a bit like SIMON.

Back to the West Tram Dock. Clicking FWD from this orientation returns you to the origination point at the West Tram Dock, the door opening and you are facing outside. Turn back inside the Tram to the control panel and press the FWD button to return to the roundabout one last time.

Here's the giveaway on how you can tell which tunnel route is correct. Each time you initiated a trip down an incorrect tube, the Tram's guide rail was not visible through the front viewport. Using the "L" button, rotate the Tram 90° left to see the guide rail in its default position, indicating the correct orientation leading to the East Tram Dock. Click FWD to go there now.

The East Tram Dock and Environmental Utility Area:

The Tram launches down the tube and the hatch promptly opens allowing O'Neil to exit. After he does, the Tram unceremoniously abandons him there as he helplessly shouts after it. "*Now what am I supposed to do?*" he complains. Looking around a bit he mumbles "*There's got to be another way out.*" You are now facing the empty Tram pit with an idea.

DEATH SEQUENCE 6/The Electrical Field East:

Save your game because it's a BAD idea. Walk down the Tram access tunnel to encounter the exact same electrical field that killed you in the west area. Click on it once and O'Neil receives an initial shock. A second time and the deadly dose electrocutes him.

Reload your Game. You have been returned to your saved state and should be facing the empty Tram pit again. Turn to the right of the pit and see a chrome CamDock port similar to the one that resides very near your cryo-chamber. Walk to it and click. Westwick Main's floating camera "eye" will emerge and again apologize for not being of more help. As she meanders floating into the access tube she asks you to "*please be careful.*"

Finding yourself facing the pit again, turn left to check out the call button to see why it's not functional. Pieces of the mechanism litter the floor nearby, and there is a hole blown through the casing with wires hanging loose. Clicking on it causes an electrical arc that results in sparks, but no Tram. You get the eerie feeling and unknown someone is keeping you moving forward along a predestined path. Turn and walk to the spiral stair.

SIMON Calls.

There are two optional routes leading up to the fan ducts that provide exit from this area, (1) the spiral stair before you and (2) the small door at your right. Both will work, but by using the small door you miss the experience of a SIMON sighting. Click ahead to ascend the spiral stair ending up at a juncture with two large fans and an oval hatch between them. Note that indicator lights on the fans are red. Look up to see the Westwick logo projected onto the ceiling. Enter the oval hatch and end up facing a control panel — click the screen to play SIMON's message.

He freely admits to sabotaging the Tram making it spin just to waste your time. "*Hope you had fun; I sure did watching you.*" He makes it up to you by explaining

that you should climb down the ladder to your right in order to unlock the fans. He tells you that one of them leads out of here and one leads to certain death, but can't remember which. "Oh, *YOU figure it out.*" Climb down the ladder and click the button you find there. Turn right to see the small door you bypassed earlier. You can't exit through this door; it is a one-way entry only. Return up the ladder into the utility room, exit the oval hatch and turn to the fan on your right to see that the indicator light is now green. Approach it and click on the green button. The fan will open and you will climb inside the duct. Once inside, it will close and lock you in. Peering between the blades you see that the indicator lights are now red again. You have no choice but to proceed up the tube where you'll climb another ladder. To your right is a lever that will open a hidden vent in the flooring of Palmers' Cabin behind her couch and you may emerge into her cabin without requiring a code. (**Note:** *The other fan duct leads into Burk's cabin, not to "certain death" as SIMON suggested.*)

Palmer's Cabin/7337:

The first thing you will probably notice here is that the power is off in Paige's cabin for some reason. You can only move around in a very limited fashion in the darkness, so click just to the right of the chrome ship models inside the curio case to make your way to the entrance. It's dark, but you see the green lock mechanism and a panel to the right of it labeled "powerdome". Click on the powerdome panel to approach it, and then activate its function by clicking on it. Solar panels deploy to supply power and reveal a glass dome.

The Clock. Walk over to the glass globe with the big clock inside at the left of your view by clicking on it. When you stop, turn to your left and click on the device. It is a commemorative gift dedicated to the Westwick mission, the plaque reading "*May time be on her side*", an ironic inscription considering the purpose and effects of the DARKSTAR cloud.

Pilot Documents. Click anywhere to back away from the clock plaque, then turn to click on the couch ending up facing the table in front of it. Touch the maps and files to see a file labeled "*Pilot eyes only*" and you may look at the rest of the items left there as well. You must locate Paige's remote to view her logs or communications on the screen, until then you are relegated to Westwick Main's useless default info.

Drawers. Pan to your left and walk over to the end table with the drawers in it. Click on the drawer handles to move closer and be able to open them and look inside. The top drawer has a book titled "*Seed of Evil*" about the Mars Armada, a tech book, glasses, a flashlight and a valise. None of these items are useful to you. The bottom drawer has a tube to hold the star map on the table, a pair of vice grips, scissors, a few unknown devices, some papers, and a pair of black gloves. Again, nothing relevant or useful to you. Close the drawer and then click on the frame to back away and proceed.

Intergalactic Aviators. Click on the framed items sitting on this table. One is the cover of “*Intergalactic Aviator*” magazine, with a story featuring the Palmer sisters. Evidently there was hope given to the citizenry that the battle to repel the Armada could be won, despite the grim assessment contained in the secret back-story chapters produced by Brisbane. See a congressional medal of honor awarded to Palmer in advance, more proof that the president knew the ultimate fate of the earth in his timeline, and that he’d not live to see the success of the mission personally.

Classified Documents:

From the couch end table turn to your right a bit to see the recliner. Click on it to sit down; the light will come on for you when you do. Turn to your left in the chair and pick up the literature sitting there. A folder with “*CLASSIFIED*” stamped on it will come into view. Click on the file to see various studies and information about theories surrounding the DARKSTAR anomaly, documents that explain how the cloud is a frozen moment in time that can be revisited from any other point in time. Also outlined are procedures for exiting the other side of the cloud with a warning that the original ship to go through the time hole will also be there occupying the same time and space. The Galactic Discovery II has passed through also and care must be taken not to collide with it. One document explains a bit about “*Proximity Distortions*”, the phenomena of seeing temporal “*ghost images*” or projections caused by the near proximity of the DARKSTAR vortex, a phenomenon that you have experienced first-hand. Pan left a bit and walk to the portrait on the mantle, a picture of the two sisters, Zoe and Paige Palmer. More about sister Zoe will be revealed in a moment. Click to the right of the mantle near the small potted tree and you will walk to Paige’s ready room door. Click on the small white button to enter. Pan left and see two poisonous plants identical to the one in Perryman’s cabin.

DEATH SEQUENCE 7/Poisonous Plants in Palmer’s Cabin:

Save your game. Click on either of the two plants and they will lash out like snakes injecting poison. You hear SIMON just outside the room where he has been watching say, “*Oop, forgot to tell you not to touch the evil, deadly poisonous plants somebody brought up from the alien planet didn’t I? Well...don’t touch ‘em.*” In Paige’s message to O’Neil you might have noticed that these plants were NOT in the room when Paige recorded it, proof they were brought in later—probably from the alien planet below placed there by some perverse, sadistic person. By now, it is obvious you are alive for some purpose — so why would those responsible place deadly obstacles in your path? This eludes to some level of twisted pathology on the part of your unknown nemesis.

A Letter from Zoe.

Reload your game as before and you should be facing the marble countertop in Paige's ready room. Click on the tabletop to move in and then again on the letter to read it. The envelope is addressed to Paige while assigned on the moonbase from sister Zoe at NASA Headquarters in Washington DC, dated January 13, 2185, before the launch of the DARKSTAR mission and subsequent destruction of the earth. Zoe compliments Paige for training the F88 pilots and eludes to the government's knowledge that Earth forces have no chance whatsoever against the Armada and that only in an alternate time line will humanity have any possibility of survival. Towards the end of the letter, Zoe reveals its main purpose is to warn Paige to avoid O'Neil romantically. Remember also Zoe's threatening message to O'Neil warning him to stay away from Paige.

After you've read the letter, you may look up to the Paige's certificate if desired. Then, click on the shelves to go there and open the glass doors with the blue button. Click on the photo of Paige taken during her days on the moon base standing beneath the fuselage of an F88 fighter. Click on the photo again to pull back, then push the blue button to close the glass case to its default position. You may go into the kitchen and Paige's lavatory but there is nothing new to see except for some historic aviation photos.

A Secret Message to Paige from the President.

Exit the ready room and end up facing the brass sextant on a pedestal in the center of the room. Click on it to approach, then click on it again to look through the viewfinder and see a reflection in the glass dome of the clock — the odd circular device that you recognize from the drawing Paige left for you in the conference room. The sextant, the clock, and this device must be linked together somehow and work in unison to perform a secret function. Click on the view through the sextant to back out, then turn behind you and walk over to the curio cabinet in the entryway.

You will end up facing the glass curio cabinet and the circular device — click on it to approach. The three triangles must be hit in the proper sequence to activate the device. (1) Press the one pointing to the right. It will open, revealing a blue indicator light. If you press any triangle buttons out of sequence the object will return to its default setting and you must start over. (2) Press the triangle pointing downward revealing a red indicator light. (3) Press the remaining triangle pointing to the left illuminating a green indicator light. This sequence will activate a projector that plays a secret recording specially prepared for Paige by the President. If certain protocols occur, the message was designed to alert Palmer that enemy agents have most certainly infiltrated her crew — because she is the only one that can be fully trusted. Brisbane's advice: "*Trust nobody*". O'Neil is visibly irritated at the advice and also the idea that he is not on the list of those that could be trusted. Once the message terminates, you are facing the Sextant again.

Paige's Remote:

Turn back towards the entryway once again and go towards the door. In fact, walk right up to it and then turn to your left and see the short, triangular cabinet with three drawers sitting there. Click to approach and start looking through the drawers. The top one contains a hairbrush and electric toothbrush. Close it and look inside the second drawer to find a flight manual. Close that drawer and open the bottom one to find Paige's cabin remote; the item will go to your assets inventory.

Your assets/inventory:

Click on your inventory viewer and scroll through all of the items to see how it operates. You should have 14 items:

- | | |
|----------------------|-------------------|
| • Ladder | • Pilot disk |
| • Enemy scanner | • Decoder |
| • Coded note in book | • Shuttle codes |
| • Crewcode note | • 3 cabin remotes |
| • Trunk key | • EVM code note |
| • Gun from trunk | • Couch clue |

Use the magnifier tool to look at full screen versions of each item.

Palmer's Personal Logs and Inter-ship Communications:

With Palmer's cabin remote in hand, you may now view her communications. Turn back into the room and go to the center of the lavender couch. Click on the small screen to deploy the large one.

Palmer's Incoming Communications:

Zoe has a plan. Under COMM, click on the first entry, a ship-to-ship communication from Paige's sister, pilot of the Northstar. Her crew has accepted the terrible truth that the enemy will eventually overcome both the Northstar and the Westwick after nearly two years of pursuit. The Captain of the Northstar has decided to veer away from their course to DARKSTAR in order to draw the Destroyer away and give the Westwick a fighting chance to complete their common mission — essentially sacrificing themselves to the Destroyer.

Another Warning. The second message from Zoe is a scrambled, coded transmission that backs up the idea that enemy agents have infiltrated the mission and confirms that only two ships of the four remain intact. She's not certain whether the agent is on the Northstar or the Westwick.

Zoe's Death. The last message from Zoe is sent just as the Armada finishes destroying the Northstar. Zoe passes the torch to her sister, says her good-byes and is killed. O'Neil mutters, *"Thank God Paige will never remember seeing that."*, referring to Paige's loss of memory.

Messages from Burk and Perryman. There are two messages from Burk eluding to a confrontation with Paige (as seen in temporal apparitions shown in two Easter Eggs — see below*) and another message from Perryman offering assistance in the matter, if needed.

Message from O’Neil. The final incoming message is from O’Neil, further reinforcing the distinct possibility that the two were contemplating a deeper relationship with his romantic overtones and an uncharacteristic bending of regulations by the Captain.

Palmer’s Log:

Paige mourns Zoe. Watch Paige’s sole log entry recorded after Zoe’s death mere hours before the Westwick is to face the Armada Destroyer. Paige tries to draw strength from the memory of her sister, but struggles with the loss. Remember, you can access Paige’s bio if you are so inclined. Hit “exit” twice to shut down the system. You have completed exploring Paige’s cabin. Click on the entryway and walk all the way to the door to exit.

***Easter Egg/The Confrontation between Burk and Palmer.**

Before you exit Palmer’s cabin, look to the right of the doorway and click on the powerdome panel to approach it. Click again to turn it off and see a second, alternate temporal “ghost” replay of Palmer violently pulling away from Burk after the power shuts down and it becomes dark in the room. *“If you ever touch me again, you’ll pull back a bloody stump, you got that?”* Does this imply that Paige is the one who cut off Burk’s hand? Find your way in the dark back to the door, then click the lock panel illuminated with green lights to exit into the corridor. Go left and around the biolok to approach the door leading into Burk’s cabin. The biolok is already green, so no need to do anything with it. (Note: If you need to re-enter Palmer’s Cabin later, the code is 7337 as shown on the note in your assets inventory.)

Burk’s Cabin/0227:

Touch the keypad on Burk’s door to lean in and the Enemy Scanner will deploy allowing you to see glowing fingerprints on the 0, 2, 7, and “submit” buttons. The code is 0227. Enter the number, then “submit”. The crewcode accepted, you may now click on the door to enter.

As you enter, you might notice a large hatch on the floor between the paintings. You can’t use it from here, but it is the exit point through the fan duct up from the East Tram Dock. (Next time you play, you can try that way up from the Tram Dock instead of the one that leads into Palmer’s cabin) Walk into the room one click, then select the chair before you. Burk’s cabin has a distinct oceanic theme deriving from his past affiliations with underwater Naval operations.

The Compass Puzzle:

From the chair, look to your right and go to the domed object there, another commemorative item placed aboard the ship. This is a compass device with the inscription, *“May the Westwick never be lost.”* Click to move in closer and see the inscription and the compass will scramble itself.

Note that there are five buttons located on the silver plaque. The left two operate the inner wheel of the compass, the center one clears the compass, and the right two operate the outer wheel. The latter set is lit and operational at this phase, so click on the right button of those two rotating the outer wheel counter clockwise from SW to NW. Click the same button again, rotating the wheel counter clockwise again, this time from NW to North, successfully aligning the outer wheel.

With the outer wheel aligned, the inner wheel controls at the left are now lit and operational. Click on the right one of the two and the inner wheel rotates counter clockwise from West to North, aligning the entire compass to NORTH. A small compartment in the base of the compass opens revealing a blue button with the inscription *“enable lift”*. Press the button and you will see *“ENABLED: vault lift power on.”* Now you have to find out what and where the vault lift is.

Pan to the couch and go there. Click on the small screen built into the table in front of you and O’Neil will walk around it as Westwick Main once again tells you she really can’t help you because some of her memories have been erased by an *“authorized crew member.”* Look to your right and go to the end table drawers to examine their contents. They are full of typical drawer junk (too much to describe), none of which is useful to you.

The Armada Beacon Device:

Pan left and into the bunk area and notice an antennae array set up there. Click on it and walk to Burk’s bunk where you will find a computer device similar to the one in O’Neil’s cabin. Touch it to turn it on to see a graphic depicting the words *“INFO TRACK”* displayed, indicating that it is *“sending”*. Power surges through the cable to the amplifier sitting on the floor nearby. The surge continues along a wire into the antennae array and there is a burst of energy. This system seems to be a communication device designed to broadcast data to the enemy pilot of the stalking Scythe. Is this more evidence that Burk is in league with him, or was it simply planted here to make him seem guilty?

The Virtual Aquarium Clue:

Turn around to see the virtual aquarium. Click on it to begin its loop. If you watch long enough (about 43 seconds) you will see a clue onscreen. *“Solve Compass to enable lift to vault below. (Lift in shower)”*. Click on the aquarium to end the loop, pan left, and click on the very left edge of the aquarium screen.

You'll end up facing the ready room door; click the white button to enter. Pan right to examine the countertop. Notice the sword taken from the plaque hanging in O'Neil's cabin. Click on the mirror and O'Neil will move in closer so you can better see the blade used to sever Burk's hand. You may pan to the upper left of the mirror to see Burk's certificate if you like. Exit that and pan a little more to your left and click on the shelves to approach them. Pressing the blue button will open the glass doors. Look inside, then click again to close them.

The First Dead Armada Soldier:

Pan left into the kitchen and discover the first dead Armada soldier. Click near the gun lying on the floor next to the body and move closer. Click on the body and O'Neil kneels down to take an even closer look. Do NOT take his gun; this will cause you to trade the one you acquired from Perryman's trunk and this soldier's gun is dead—which is why he is dead.

Now look up at the food replicator to the left of the body and go there. On the countertop is an operating manual with a bloody page torn out, click on that. You discover that “real” meat should never be used in the replicator when reheating due to occurrences of the dead tissue being reanimated or brought back to life. This information and the bloody fingerprints on the page bring O'Neil to the horrible realization that somebody has tried to use the replicator to reanimate Burk's severed hand with the idea that it could then open the ten bioloks aboard the Westwick. You may click on the manual from the other side of the countertop to see an alternate version of O'Neil reading the page, but not in this version since you've viewed this one already. The bloody, torn out page will go into your assets inventory.

The Hidden Vault:

From here, turn around and approach the lavatory door behind you; click on it and go inside. There is a bloody towel on the sink, evidently from the mess the attempted reanimation process made of Burk's disembodied hand—or perhaps from cleaning up after the killing of the Armada Soldier. Turn left and enter the shower tube. Before solving the Compass Puzzle, this tube would have functioned normally as a dri/shower unit, but now it has an enhanced capability. Press the face of the shower control panel and the tube descends like a small lift below the floor level to a hidden vault. Look to your right and see three levers. Approach them and throw the one in the middle first, then the one on the right, and lastly the lever on the far left. This sequence will open the safe and allows O'Neil to look inside. Gold bars, bearer bonds, and several denominations of cash fill the safe. On top of the fortune is the cabin remote that will operate Burk's com/log system upstairs.

DEATH SEQUENCE 8/The Booby-Trapped Vault:

Save your game before doing this. You have two choices here: (1) pick up the remote and leave the treasure or (2) go for the cash. In this death sequence, do the latter and discover that the vault is equipped with a deadly security system.

Take your pick of the gold, bearer bonds or cash and click on them. "What do have we here," says O'Neil greedily as he begins to empty the vault. The alarm goes off and lasers block the opening to the safe igniting the bearer bonds in O'Neil's hands. The vault violently slams shut and the lift ascends upstairs leaving O'Neil behind as the room becomes an inferno. The Captain is burned alive while Peter Graves makes a commentary on greed and certain doom.

Reload your Game. This time click very carefully on the remote, and ONLY the remote. Even this activity alerts the system of your unauthorized presence, but instead of killing you it simply slams shut with fortune intact. The remote goes to your assets inventory and you may exit via the secret "*shower*" lift. The levers no longer work now that the alarm has been tripped. Enter the lift; return to Burk's lavatory exiting both the shower door and the lavatory itself. Proceed through the kitchen and out the ready room door, then click on the couch so you can view Burk's messages.

Burk's Personal Logs and Inter-ship Communications:

From Burk's couch click on the small screen to deploy the big one revealing the personal entries of Alan W. Burk. There are conspicuously few entries here. In fact only one log entry and two incoming messages. One is from Palmer and one from O'Neil. The rest erased? By whom?

Burk's sole log entry shows him agitated and paranoid mere hours before the Armada attack. The communication from Palmer refers to the confrontation in her cabin and culminates in her "*you'll pull back a bloody stump*" threat. O'Neil asserts his authority to Burk in a message, reminding him that he will follow orders "*to the letter*." Burk's bio page chronicles impressive expeditions and oceanographic endeavors, but also references his checkered past. Leave the screen by pressing exit twice. Click just above the table assembly inside the entryway area near the door to go there. Another click will take you to the door itself so you may exit Burk's cabin.

Proceed down the wing corridor through the blast doors and up the stairs into the cryogenic hub to the twin marble columns. Just left of the second column is the silver pathway to the tube leading downstairs; go there. Walk down the path to the oval entry to the tube and click on the lever inside. You'll climb down the ladder and emerge on the catwalk of Level Two. Turn right and proceed around the catwalk to the Theater Controls which are now active.

Theater Operations:

Security Camera Mode: Press the white button on the control panel you are now facing to rotate it into view. Implement the security camera function by pressing the teal "*play*" button. This will deploy an oval glass screen from the ceiling and two rows of seats from under the floor. Westwick Main narrates views from the exterior cameras installed on the Westwick and, when finished, the screen and seats return to default positions as does the control panel itself. At any point you may click on the screen to exit.

The Main Program: Rotate the panel again and implement the “program” function by pressing the purple “*play*” button. Watch the urgent message from UNofE President Sir Timothy Brisbane. This message is the primary purpose for the entire mission, to bring the documentary back through time to convince the ruling Council of Nine (in the year 2118) to abandon policies destined to ultimately destroy their world. After the screen and seats deploy into position there is an intro, then the back-story documentary begins. As this prologue comes to a close, the system shuts down and a red security screen interrupts, a function related to the Emergency Lockdown situation. The theater seats descend into the floor and the panel returns to its original position.

Turn around and descend the spiral stairs. Enter the elevator and proceed to the steel door with the triangular window. Push the green button at the right of the door.

The Auxiliary Airlock:

O’Neil enters and immediately trips the sixth biolok, adding the movie “*Diplomacy*” to your viewable back-story cinema. SIMON emerges to tell you that there is a clamp locking the pod bay doors shut from outside of the ship requiring a space suit errand to free them up. He taunts you for a bit, tries to extort fifty bucks from you — “*I take Paypal and Visa*”. He then invites you to take a walk out in space, and departs abruptly, as usual.

DEATH SEQUENCE 9/The Sabotaged Space Suit:

Save your game before doing this. After saving, turn left from the exit and walk to the right of the railing which leads you to a space suit. Click on the suit and O’Neil will pull it down off of the rack and put it on. The screen above the suit identifies it as belonging to O’Neil. SIMON peers in through the circular window to watch as O’Neil puts on the suit and prepares to enter the airlock.

Inside the helmet, a text message from SIMON briefly interrupts O’Neil warning him that one of the suits might have been tampered with. In this case, SIMON is correct, and you could actually turn back and survive this sequence at this point. The impetuous robot has also picked special music for your trip outside the ship — Strauss’ Blue Danube Waltz.

Throw the lever labeled “*open airlock*” and go outside the ship. O’Neil operates mini-jets built into the suit to maneuver closer to the pod bay doors and the clamp locking them shut. O’Neil tries to recall Perryman’s code. Look in your assets inventory for the note you found in Perryman’s leather bag. It contains the code solution of 8 - 6 - 3. Click 8—then 6—then 3. Then hit ENTER. The clamp will unlock and disengage, then you can push it away and watch it drift into space. Almost immediately the suit has a power malfunction and life support shuts down as Westwick Main lamely tells you about it. O’Neil struggles briefly but loses consciousness floating lifeless, drifting into space. Indeed, someone has sabotaged your suit and you are dead.

DEATH SEQUENCE 10/Exiting the Airlock with NO Spacesuit:

Reload your Game. Since you're saved at this point, no need to do it again. Turn from the exit 180° to face the AIRLOCK-2 door and open it by pressing the tiny white button at the right side of it. Once inside, throw the lever to your right labeled "open airlock". Remember, you have no space suit on, right? Well, this is what happens, and you die immediately.

The Spacesuit Errand/Unlocking the Pod Bay Doors:

Reload your Game. Now perform the spacesuit task correctly. Turn right from the exit you are now facing and go find a suit identified as belonging to Burk. SIMON will still text the warning in your helmet messaging system, but rest assured this suit works fine. Click past SIMON's warning by clicking anywhere on the screen. Once in the airlock, throw the lever again and make your way to the clamp to unlock it.

Again, the code is 8-6-3, and then **ENTER**. The clamp disengages and floats away and this time you triumphantly return to the airlock and remove your suit. You'll end up facing the steel door with the triangular window. Enter the elevator and walk through, stopping at the spiral stairs. Click the top of the potted tree just to the right and past the spiral stairs to walk to the steps leading down to the treadplate decking. Descend the steps and turn to your left, clicking between the lift and the wood trim. You are now standing at the east Gallery door (had you gone right after the steps you'd end up at the west Gallery door), click on it and enter the Gallery.

The Level Two Gallery:

Go forward to the wood case directly ahead. Click on the potted plant in front of you and acquire the EVM Pod key. It will go to your assets inventory. Now look up and beyond the potted plant and click on the piano just ahead.

The Gallery Piano and Paige's Melody:

Click on the bench in front of the piano. Inside find a handwritten piece of music entitled "Paige's Melody". O'Neil will sit down at the piano and play it. Afterwards he will comment "*you think I'd remember piano lessons.*" He bangs the keys with his hands and stands back up. Turn to your left and see another dead body sitting on the floor about forty feet away. Go there by clicking on it.

The Second Dead Armada Soldier:

"*One more for Perryman.*" SIMON abruptly enters and converses a bit about the bodies and how they may have come to their end. O'Neil tells SIMON to stay out of his way and the robot departs in a huff. "*Let's do lunch later—jerk*" he mumbles as he strolls out of the Gallery. "*Last word freak,*" O'neil retorts. As with the previous corpse, there's a gun lying near but don't take it, keep the one you have—it will serve you well. Perryman said that three Soldiers boarded the Westwick. You have located three guns but only two bodies. Why the discrepancy and where did the gun in his trunk come from? Look around

the gallery. It contains pictures of various spacial anomalies, including one of DARKSTAR. That image has a special feature that the other framed art does not.

Falling into the Engineering Room.

This is not a death sequence, but SAVE NOW before proceeding. Turn away from the body and return to the piano. Turn to your right and click just to the right of the square painting on the wall in the distance, near the potted plants. You should be facing down a corridor with the framed image of DARKSTAR ahead. Approach and click on it causing the picture to pivot on a hinge revealing a secret room with an access tube inside. A sign posted says "Danger, Keep Out, No Access". This is part of a network of passages used by Westwick Main's hovercam to navigate the starship, avoiding blast doors and other obstacles. Click on the crank and the door will open, then click to lean inside. O'Neil is shoved in from behind, sliding down the myriad of tubes ending up at the bottom. SIMON leans in, the obvious culprit, and sings softly to himself as he closes the door and locks it.

You may turn around and try to climb out but it is too steep, and even if you could, SIMON has locked the door behind you. Simply throw the lever above the hatch in the floor of the tube and O'Neil falls clumsily into the Engineering room. As he trips the biolok he recognizes the music heard earlier through the open camdock near his cryo-chamber — a Bach Concerto for Violins. Though this is a viable place to continue the mission, go back and proceed through the tasks in a more traditional sequence.

Perform the following procedure exactly to continue.

1. Go to "QUIT" and when it asks you if you want to save say "NO".
2. It will ask you if you still want to quit, say "YES".
3. Reload your Mission, and find yourself near the dead body in the Gallery.

Turn to the right of the body, and beyond the overturned pot you'll see the west doors to the Gallery. Approach them and exit the gallery. Click forward to walk around the outer edge of the lower decking of level two, stopping at the steps leading to the upper area. Turn back around and click on the right edge of the lift, ending up facing the lift button. Press it to call the lift. The lift cage will move up one level so you may enter. Go inside and O'Neil will press the button taking you down to the Ion Distribution chamber.

DEATH SEQUENCE 11/PreStaging with NO Coolant.

SAVE your mission now. You are facing the entrance to the Ion Distribution chamber once the lift has arrived at Level Three. There is a lever to your right built into the frame of the door. You may remember warnings from Westwick Main not to throw this lever without first procuring coolant. For the sake of this sequence, do it anyway. The lever is labeled "PRESTAGE". Throw it and prepare to do it again before Westwick Main completes her countdown (do so before she reaches 2 to abort the sequence safely). Now, pull the lever once again and watch the ship blow up.

The Ion Distribution Chamber:

Reload your Mission. You will find yourself standing at the threshold of the Ion Distribution chamber as before. Enter the chamber and look around. Just to the right of the entryway is a panel perforated with circular holes and a green button below it. Click on the green button to open the panel that reveals your seventh biolok. Touch the biolok to unlock it and authorize the back story movie “Six Months”.

Now turn to the left of the biolok and proceed towards the “*Hazardous Area*” sign. Click on the control panel below it to learn more about the danger of the Prestaging Sequence if not done properly. After viewing this, turn away from the panel and click on the chrome device just to the left of the plasma conduit in the center of the room (the glass tube with the orange plasma bolts inside it). Somebody has placed a bomb at the heart of the Westwick.

DEATH SEQUENCE 12/The Self-Destruct Bomb.

SAVE your mission now. Someone has plans to destroy the starship in order to dispose of evidence aboard her main hull — evidence that spins a tale of murder and deception — perhaps leaving it all behind by separating the Bridge section and escaping into DARKSTAR. The device is equipped with a tamper shield, so any attempt to disarm it will set it off. Click on the bomb to move closer and notice the third line that reads “*Detonation Device: Remote Computer*”. Also notice the purple wire running from the bomb out the door, you’ll check that out later. Click the bomb once more. The doors close and the ship explodes.

Reload your Mission. You should return to where you were sitting in front of the bomb. Look down at the purple wire and follow it out the door. As you exit the Ion Distribution Chamber, you’ll see it looping around the corner to the right—follow it to the end of the corridor two clicks. From here you can look out a small window and see down into the Westwick Hangar Deck. Turn to your left and notice that the wire travels beneath a gate into the Westwick Main computer grid. Use the lever left of the gate to open it and enter. Look down at the floor as you arrive at the end of the corridor to see that the wire continues curiously beneath the computers. Turn back around and return to the main corridor and turn right. Continue on to the lift and get inside. Pan down so you see all of the buttons, then press the bottom one and the lift will take you down and into the Hangar.

The Westwick Hangar Deck:

Once inside the Hangar, proceed down the steps that have rotated into position to approach the Hangar Control Panel. Click on the panel and the shuttle codes you located inside the LABRYNTH will come into view. As you can see, the first four symbols and numbers are already in place. You need to enter the last four which are 1-3-1-1. Note that the total of all eight numbers must add up to 13, a helpful clue if you don’t have the shuttle codes on hand. Click the 1 next to the dagger, the 3 next to the skull, the 1 next to the spider and the 1 next to the snake. Then click enter. The eighth biolok opens and you are now authorized to watch the back story movie titled “Siege”.

The inner hangar doors open and shuttle number two rotates into position. The rear hatch opens, so go ahead and step inside. Go to the front and climb into the pilot's seat on the left. Click on the control stick and you'll find that it cannot fly until all bioloks are cleared — and there are two remaining. Exit the shuttle. From just outside the shuttle hatch, click on the ladder to the right of the lift door on the other side of the hangar deck.

The Alien Tool:

Pan slightly left of the ladder and click to the rear of the lift shaft and climb in behind there to find an Armada device and note. Take the device. The note reads “O’Neil, take this. Consider it a gift – he won’t be needing it!” The tool is a key you’ll need later to access a restricted area of the Scythe Interceptor once discovered. Turn left from the note and return to the ladder.

The HatchLok Puzzle:

Climb up to the HatchLok puzzle. Click to zoom and read a message. “Hey O’Neil, MAGS and I are watching ‘Sidehackers’, so get with it. Click anywhere to begin—SIMON”. Do as asked, but enter an incorrect code — use the letters F-A-T and click “enter code”. The lock does not open.

Click “Code Clue” and SIMON writes “Okay. There are 3 letters in the code.” Enter X-F-A and click “enter code”. Nope. Click on “Code Clue” again. “Sigh, the three letters are initials.” Enter X-X-X and “enter code”. Wrong again. Go for the final clue. “The initials are yours, stupid.”

Enter J-O-A, then “enter code”. (These can be found in several places aboard the Westwick, of course the middle letter ‘A’ being the only missing initial). “Amazing, you know your name...jeez. Come on up, hope you don’t get killed.” SIMON says. Had you used up all three clues he’d have texted “You are completely useless O’Neil.” Click again to exit the HatchLok puzzle, then pan up to the hatch.

Engineering:

Click up the ladder and enter. “This is the music I heard upstairs,” says O’Neil as he discovers the ninth biolok authorizing the back story movie titled “Mercenaries”. There are two workstations here. Click on the chair at the right and it will rotate towards you so you may sit down. Click on the computer device on the counter. O’Neil notices that the purple wire connected to this device runs under the wall, a clue that it might be a hidden passageway leading to the Ion Distribution chamber and the bomb. He turns to the device and a display identifying the computer as a “remote self-destruct module” appears. The device has probably been hard-wired in this fashion to bypass Westwick Main, preventing her from terminating the destruct sequence once initiated.

DEATH SEQUENCE 13/The Bomb Remote Activated.

SAVE your mission now. Go ahead and click on the red “Activate Time Sequence” bar on the device’s screen. A destruct sequence begins that cannot be terminated once initiated. The bomb clock counts down to zero and destroys the Westwick.

Reload your Mission and you are facing the computer. Click outside the screen to pull back, then pan left and click on the chair to go there. Click the panel in front of you to view data on the plasma drives. This plays yet another warning not to pre-stage before acquiring coolant and a reminder that the process may only be performed in the Ion Center. An important plot point is provided when you learn the chamber becomes uninhabitable during the process due to intense heat—in other words, throw the switch while someone is inside and they die. Turn around and click near the biolok to walk to the hatch in the floor.

A Secret Passageway to the Ion Chamber.*

Look to your right at the purple wire leading beneath the panel and walk there to find a purple button above the display on the wall. Press it and a temporal ghost of Burk taunts, “*go ahead, push the button*”. The panel opens as the ghost laughs maniacally and fades away. Scrawled on the inside of the panel is a message from Burk warning that things are not as they seem aboard the starship. O’Neil wonders why Burk would leave such a message if he is indeed a traitorous agent. Continue through as a wall of computers slide aside and emerge inside the Westwick Main computer corridor. The gate is closed and the panels have moved back into position so it momentarily seems as if there may be no way out. Simply reach through the bars at your right to throw the switch and exit. Make your way to the right and around the corner into the lift. Press the bottom button, returning to the Hangar Deck. Look forward and click inside the doorway between the hangar bays (with the red fire extinguisher) — it’s just beyond the Hangar Control Panel. Once there, click on the ladder in the floor to descend into the access tube leading to the EVM Pod Bay. ***Important Note:** The discovery of this “back way” into the Ion Distribution Chamber will be a critical piece of information you’ll need to survive near the end of your mission.

The EVM Pod Bay:

You have descended the ladder from the Hangar deck down into the EVM Pod Bay finding yourself inside a cage looking though chrome-plated bars at the EVM Pod. Look left to find a red button that will open it. Once inside the bay, pan slightly left and click on the EVM/COM panel to approach it, then again to make it play. It displays basic statistics of the EVM and its tool array and also reveals where the damage to the Westwick’s hull is located. You will take the EVM Pod outside to repair the damaged coolant tank, but you must do two things first.

(1) You must locate and trip the tenth and final biolok. Pan slightly left of the EVM/COM panel and click just beyond it left of the railing to approach the northwest corner of the Pod Bay. You will come to a closed panel—click on it to reveal the final biolok. Unlock it and Westwick Main will inform you that the Emergency Lockdown mode is rescinded and all operations are normal. You are also authorized to view the final chapter in the back-story saga, “Escape”.

(2) You must charge the EVM Pod. Turn right and click on the entrance to the Pod Bay to return that direction, then pan left from the entrance and click just to the right of the hanging fire extinguisher. Walk around the corner of the EVM scaffold to find a switch that will quickly charge the Pod. Throw the lever and see the words “EVM Pod Charging” illuminate. Pan left and click on the rear of the Pod to climb the scaffold and approach the EVM Pod. Before entering the EVM Pod, walk around the scaffold on both sides of the vehicle to examine it. Click near the left and right arms of the EVM to walk to each end of the scaffold. On the right side you will find Camera-5, broken and lying on the deck. Someone has previously taken the EVM outside and tore the camera from its location outside the ship for some unknown reason.

The EVM Outside the Westwick:

Return to the EVM Pod hatch and click on the handle. It will open so you may enter. You’ll climb in and the seat pivots into flight position facing you out the top of the vehicle. Flight & tool controls maneuver into position and await your command. Since you have acquired the key, you may click on the green circle and ignite the POD Engines. The Bay doors open and a tray extends to position the EVM outside the Westwick. O’Neil pilots the vehicle to the bow of the starship and floodlights illuminate so you can see.

Before repairing the ship, fly around a bit to examine the exterior of the Westwick. Click above the glass to enable the auto-navigational graphic. From here maneuver to any position in the graphic relative to the Westwick’s exterior. Click on the orange #3 or the colored area of the ship it refers to. The EVM flies over the ship to its stern and rotates to face the Aft Thrusters. Click above the glass again, this time selecting the teal #4 taking the EVM to the end of the east wing. Click on the yellow #6 and duck down a narrow slot facing the belly of the secondary deck of the Westwick, beneath the Airlock-2 hatch exit. To locate the damage to the ship and repair it, click above the window to bring up the graphic and click on the purple #7 taking the EVM beneath the ship and stopping near a mangled cooling tank. As the Pod positions itself, the tool panel lights up, ready to use.

The EVM/Repairing The Damaged Coolant Tanks:

(1) The Pneumatic Hammer: Click “A” to attempt the repair utilizing the pneumatic hammer. Perhaps you can beat it back into position. Actually no, but do it just to see the idea fail. After realizing you’re probably just making it worse, try another tool.

(2) The Articulating Hand: Perhaps the hand can pull the twisted steel back into shape? Press the hand control at “C” to attempt this. O’Neil takes a firm hold and begins tugging violently at the stubborn metal. Something breaks loose and several robotic fingers go flying.

(3) The Drill: Click on “B” to deploy the titanium drill. SIMON chimes in and suggests this is a bad idea. When you go ahead anyway, the drill breaks off. “Will you stop fooling around and fix the coolant tanks?” SIMON nags. O’Neil has two words for the robot, “Spare parts.”

(4) The Welder: Click on “D” to heat up the welding device and repair the hull breach. Westwick Main congratulates you on the repair, but SIMON chimes in “*A monkey could have done it.*” O’Neil comes up with his own version of a new acronym for SIMON, indeed unflattering. The EVM Pod re-docks with the Westwick and O’Neil exits the vehicle. Return to the gate in the Pod Bay and click on it to open. Climb the ladder leading up to the Hangar. Turn left and approach the shuttle that will take you down to the planet for water to fill the bone-dry coolant tanks. Enter the Howie, go to the front and get into the left Pilot’s seat. Click on the control stick.

The Shuttle Flight Down to Theta Alpha III:

Westwick Main welcomes you aboard and begins the process of launching you into space. SIMON appears on the screen and bids you farewell in his own way. “*So, you’re going down to the planet to get our water. I’d go with you just to be sure you don’t screw up, but I’ve calculated your chances for survival at only 17 percent so I’ll not go, but say that I did if you accidentally don’t die. Oh yeah, bring back a pizza, pepperoni, no mushroom.*” He pauses for a moment. “...and a Dr. Pepper,” he adds glibly.

The shuttle lifts off and orbits the Westwick into a launch position clear of the starship. O’Neil is soon on his way, surfing the ice rings of the planet and entering the atmosphere as nearby storms light up the clouds. Westwick Main locates a viable source of water and guides the shuttle to an abandoned stone structure. She also locates several power sources nearby that you should be aware of. One is likely Perryman’s shuttle and another the Scythe Interceptor. What is the third vehicle? O’Neil successfully lands on a platform in front of the Alien structure, and indeed there is a well built into it containing fresh water. The Howie deploys a snorkel, dipping its siphon into the greenish water and beginning the process of filling storage tanks inside the wings. O’Neil approaches the exit and looks outside. “*Bloody hell, all this for some lousy water,*” he laments. It will take a little while to transfer the water so there is time to investigate this strange place, perhaps discovering the final fate of Ross Perryman and the location of the enemy Scythe Pilot, Kane Cooper.

The Alien Temple:

Pan left to the well and click on it for a closer look, leaning in to see O'Neil's reflection in the water below. The process is automated so look around and allow the shuttle's pumps do their job. Before entering the temple, unlock its first passage — the temple has several mechanisms that open hidden areas, the first is above and behind the well. Click on the object to move in closer and then again on the large stone sphere built into it. The sphere will rotate and the switch will unlock an area deep inside the temple. Three more of these devices are found as you explore. Turn back to the shuttle and click just left of it to go around and arrive at the threshold of a walkway between two large stone carvings. Walk between them to the Temple entrance.

DEATH SEQUENCE 14/Deadly Plants in their Native Environment.

SAVE your mission now. You will see two very large versions of the deadly plants you found in both Perryman and Palmers' cabins. Touch either one of them to see if they are dangerous. They both attack and the gun is useless against them. You die horribly and painfully.

Reload your Mission. This time click between the plants, being careful to avoid them. You now realize that a person or persons transplanted a few of these up to the Westwick for their own perverse enjoyment — but perhaps you have disappointed them by surviving. Look up above the entrance and click on the statuesque beast decorating it. 30-feet long with no eyes and rows of dagger-like teeth. O'Neil wonders if the beast is mythical, extinct—or perhaps waiting for him? Proceed into the temple and stop at another of the mechanisms you'll need to activate. Turn to your left and click on it. Then pan back to your right and continue into the Temple coming to a halt atop a stone stairway. Continue across a bridgeway that ends up at the center of the interior of the temple stadium. Arm shackles hang from the central structure and O'Neil surmises that it is a sacrificial altar used by a long extinct race to offer up virgins to a sea beast similar to the one depicted in the statue. The floor is a steel iris, an orifice that would open below the hapless victim so the beast could claim its bloody prize.

DEATH SEQUENCE 15/The Sea Beast.

No need to save because you are safe from the beast (for now). Had you picked up one of the decoy guns on the Westwick (or no gun at all) you would have no defense against the monstrosity that haunts this theater of death. You do have the ability to proceed beyond the altar avoiding the beast entirely, but let's tempt fate, shall we?

Approach the large wheel at the right of the altar, then click on it to open the iris floor of the platform. Afterward, click anywhere and you will hear an odd noise, a strange howl — a call. An underwater gate opens and a dark, murky shadow swims into the pool. "Oh no," says O'Neil, trying to track the shadow with his eyes. He loses sight of it momentarily and looks down into the circular hole below the beshackled rack. Without warning, the beast lurches up out of the water

towering fifteen feet above him. If you had picked up a decoy gun or no gun at all, the beast would lunge at O’Neil, snatch him up like a rag doll and drag him screaming into the blood stained water.*

Thankfully we have the charged weapon, and O’Neil fires several shots into the beast. This doesn’t kill it, in fact, the blasts seem to ricochet off the beast’s thick hide, merely angering and confusing it momentarily. The monster withdraws and exits the pool through the underwater gate, which closes behind it. As O’Neil holsters the weapon, a narrow stone bridge extends allowing him to cross to a closed gate waiting on the other side.

***To witness this death sequence:** Play through as you have thus far, but do not bring a gun with you — OR — procure one of the two dud guns to see the “bad gun” alternative.

Deeper Into the Temple:

Turn to the right of the doorway and find an ancient, rusty crank. Click on it and to your surprise it does not break off in your hand, instead opening the gate so you may enter to find a staircase. Climb to the top of this tower and proceed through an entryway deeper into the temple, ending up facing out a wide panoramic window. Look out to see the mountains beyond the water and notice a device below on a pedestal with green blinking lights — obviously not an item native to the planet, but something brought here from the Westwick or possibly even the Scythe. Turn behind you and just above a stone bench is another of the mechanisms needed to keep moving forward. Click on it to approach and then activate it.

The Pump Mechanism:

Turn to your right from the stone mechanism and keep curving left around the winding hall, arriving at a steel grate in the floor. Click on the crank near the grate and it will open so you can climb down. As you navigate the stone tube, you’ll pass an odd porthole window through which you can see an alien-humanoid skull resting on a pedestal. The basement is flooded, so to proceed you must purge the area of water. Return back up the steps to where you were. Pan up and slightly left of the grate to see a pump mechanism. Click on it and you will go there to turn the crank; a glass indicator tube shows water evacuating. Turn back to the grate and click on the crank once again to enter. You will quickly arrive at the bottom where you’ll find a heavy iron hatch that opens for you just as you hear the last of the water draining away. It closes behind you.

The Submerged Sacrificial Vestibule:

Look around the underwater room, a sacrificial vestibule of sorts with double-thick glass windows looking out into the pool inside the Temple theater — a ringside seat to the grisly spectacle that must have been a typical day in ancient alien times. Stone benches curve in tandem with the room, and at its apex a throne. From here, you can see skeletal remains inhabit the seat. Approach the

throne to see that the emperor still reigns — even in death. On the floor in front of the skeleton is a large lever. Click on the lever to pull it. You hear that strange sound again — the call for the beast. Pulling the lever creates the noise and also opens the gate — both activities a cue for the creature to come inside to feed.

O'Neil realizes that someone has only recently pulled this very lever, calling the beast while he stood vulnerable at the altar upstairs — an attempt to murder him. On cue, the beast returns and lumbers casually to the stone portal, expecting to find the iris wide open and stocked with a fresh victim. It blindly rams the closed orifice and turns furiously to the glass-encased vestibule seeming to glare directly in at O'Neil. It savagely scrapes the length of the glass with the spikes protruding from its head, departing the pool hungry once again. As the gate closes behind the beast, O'Neil sees a human shadow out of the corner of his eye lurking inside the room! Pursuing the intruder, he pulls his gun and makes his way cautiously into the next chamber as running footsteps fade into the distance.

Chasing the Intruder:

Click forward proceeding through the corridor and stopping briefly at the threshold of another branch lined with large round portholes on either side. The beast lurks behind mossy windows, stalking you patiently and not giving up on eating you quite yet. Proceed forward moving past another stone temple mechanism and emerging through a broken gate into a room that is an intersection of several corridors. Before proceeding, turn back the way you came and return to the stone temple mechanism just beyond and to the left of the broken gate you just entered through. Click on the stone device to approach it and click again once there. Once activated, turn left from the mechanism and re-enter the intersection room.

Walk to the circular window in front of you and click on it. The beast's hunger is surpassed only by savage patience as it swims past, fading into the murky depths — waiting. Turn to your right and walk through the broken gate clicking just to the right of the stone column. Proceed forward down the corridor to its end where you'll find circular stone stairs inside a tower. Climb the steps.

Perryman and the Missing Howie:

O'Neil emerges into a large dock to see Perryman near a pump mechanism hammering on the device and finally breaking it. He runs to his nearby Howie and the doors close behind him as the engines whine and moan. The basement floods as O'Neil pulls his gun and yells for Perryman to stop, maneuvering quickly to the front of the shuttle ready to fire his weapon. Perryman guns the engines and lurches from the temple into the sky as O'Neil fires a volley of shots hitting both of the vehicle's storage tanks. Water pours from several holes puncturing them as the Howie ascends into the sky without its precious cargo.

It is evident now that Perryman was the traitor all along, not Burk, and that O'Neil was kept alive for the sole purpose of unlocking and repairing the Westwick. Perryman had the water required to fill the coolant tanks—all he needed was for O'Neil to repair the starship and clear the bioloks. His plan was to ambush the Captain by exploiting the sea-beast, but didn't count on O'Neil finding the gun in his trunk—he'd underestimated O'Neil.

His quick thinking robbed Perryman of an easy escape, forcing him to wait for O'Neil to bring the water up to him — there was no other way now. His plan to return to the Westwick without O'Neil and pilot the ship to DARKSTAR had now become severely complicated. O'Neil bought himself another chance to survive and perhaps a little time. Maybe there are more clues down here; Perryman obviously spent time setting all this up. O'Neil wants the truth — the whole story. He could return to the Westwick right now if he wanted to, but too much has happened, too many are dead. He knows that Armada pilot Kane Cooper is down here somewhere, and if there is any chance at all to save Paige and the Westwick, it may lie with finding him — if he's still alive.

DEATH SEQUENCE 16/The Sea Beast at the first Dock.

SAVE NOW. You are facing out into the bay. For a moment, pretend you did not find all of the temple mechanisms—had you not tripped the last one located near the broken gate, the door leading out of this dock would be locked. Perryman flooded the basement to trap you, so the only way out is to swim. And there is an angry, hungry monster waiting out there for you. Click on the water. “*Well, here goes nothing.*” The water is toxic, a combination of ammonia and other caustic liquids, so that combination alone would kill you in short order. But before that occurs, the monster is closer than O'Neil had hoped and lunch is served.

Reload the Mission. Find yourself back in the stone dock. Turn around to click on the door at the rear of the room and walk there passing the broken pump mechanism, its handle lying on the stone floor. You'll end up facing the door, but turn around to walk down the steps into the tower. Sure enough, the way down is blocked by caustic sea water and the entire lower part of the temple is flooded. Climb back up the steps to the door and click on it. Go inside once the door opens and climb the stone staircase, emerging through a gate at the top. Pan a bit left and across the top opening of the temple that looks down onto the altar and you'll see a handrail. Click there to go check out the view. The gate closes behind you and you look down into the temple at the sacrificial altar below. Beyond the handrail you can see your shuttle parked below and visibility is clear for miles in all directions. Turn back around and see two gates — you emerged from the one on the right. Click on the one on the left to go there and open it. Then click forward to descend the stone stairs and enter a second dock.

The Armada WASP:

Once inside the dock, you discover an Armada WASP belonging to the pilot of the Scythe Interceptor (this is that third vehicle Westwick Main detected). Click on the pump mechanism to the left of the WASP to approach it. Click on the crank to pump the water out of the lower part of the temple. While there, notice a cord leading from the WASP out the port in the wall behind the pump mechanism. Click to take a look. You'll climb through to see the device with green blinking lights that you noticed from the high window of the temple. After returning to the pump mechanism, turn right and walk outside onto the dock.

DEATH SEQUENCE 17/The Sea Beast at the second Boat Dock.

SAVE NOW. You are facing out into the bay again. Though there is no good reason to do so, assume O'Neil wants to go swimming again. Click on the water and he has the same bad luck he had at the other boat dock—lunchtime for sea beast.

Reload the Mission. You find yourself back on the second dock facing the water. Turn to your left and you can see the alien device just around the corner. Click there to approach. The monster swims very near the small ledge that you are standing on, lurking slowly by — beckoning you to enter the water. You'll end up facing the device. Throw the switch on the front and it will charge the WASP batteries. Turn back and walk around the corner to face into the dock. The vehicle still won't fly because you'll need a code key, and it's hidden deep inside the temple. Go find it.

Back into the Temple.

Click on the door on the back wall of the dock behind the WASP to go there. Turn away from the door and go down the stairs since you've succeeded in pumping the basement dry. When at the bottom, continue forward down the corridor to end up at the closed gate (**Note:** *Activating the stone mechanisms has unlocked this gate so that you may open it when you like*).

Turn right and go through the small gated doorway and up a winding staircase. Turn to your left and you'll see a passageway with another similar gate. Go there, click on the gate and go through the passage emerging on the other side. Continue forward, jumping down a bit into the stairwell and walking a few more steps forward. Don't go down the steps, but instead continue forward around the curving hallway. These are the "cheap seats" where peasants would view the sacrifices from several levels of this dark gallery of death. At the end of the passageway, you will find a skull.

The Skull Note:

Click on the skull to approach it. The top will open like a box and O'Neil will find a rolled up note inside on parchment. It is in code, so his decoder will come to the front.

The deciphered note reads: “*Think you know it all? Fly the WASP Helicopter to Cooper’s ship to learn you don’t!—RP*” Click outside the decoder and the note will go into your assets area for later reading and you will then step back from the skull box.

Turn left and return around the corridor to the stairs. Again, don’t go down the stairs yet, but instead continue back returning through the small gate and narrow passageway to the next set of stairs. Click forward and hop down into the stairwell. Continue forward and left around the curving corridor to find the stone tube leading down into the underwater vestibule. This time you are on the outside of it. Click to its right and walk around the back side to discover the skull on the platform that you saw through the porthole earlier. Discover that it’s a grim little box containing the WASP Pilot Key needed to start up the Armada helicopter. Click to take it.

Return to the WASP.

Turn from the skull box and back to your left returning the way you came, eventually arriving at the staircase. Click down the stairs to descend into the depths of the Temple.

(Optional: Once at the bottom, you may go through the gate and return to O’Neil’s shuttle if you want to. The tanks are now full and ready to launch for a quick return to the Westwick. But there is so much more to see before you face Perryman!)

Turn from the gate and travel back through the underwater corridor to the staircase that ascends into the second dock. Climb it and end up facing the steel door, turn around and click on the WASP. You’ll walk around the right side of it and end up facing the open cockpit. Click there to climb inside; a harness will secure you and you are ready to fly.

The WASP Flight to the Scythe Interceptor:

Click on the slot above the red arrow to insert the WASP Pilot Key. Rotors begin to spin, glass cockpit doors close, and the WASP lifts off. It flies over the temple and orbits the Shuttle, hovering momentarily. O’Neil then blasts off into the mountains, barnstorming the terrain in search of the Scythe Interceptor and its Commander. A homing beacon leads O’Neil to his ultimate destination miles from the temple. He finally encounters the ship beyond a mountain range and is greeted by the Scythe’s computer upon arrival.

“You have been identified as Captain John O’Neil, enter this vehicle at your own risk. The Commander has cleared you to board under this extreme set of circumstances and looks forward to meeting you, despite the fact his orders are to shoot you on sight. Watch your step.”

The Scythe Interceptor:

After the WASP has docked successfully, you find yourself facing a large console with seats in front of it. Click in that direction and you'll exit the WASP. Click on the seat in front of you to see the console wrapping around the north wall. Clicking on the console initiates the voice of the ship providing a list of functions aboard the Scythe that will require attention.

Recharge the WASP. There will be an occurrence later that will call for an expedient escape. Turn to the left of the console and walk to the charging array similar to the portable version you found at the alien temple. Throw the lever and you'll hear the ship's voice say "charging WASP reconnaissance vehicle". To orient yourself with another vital function here in the hangar, turn around and click just to the right of the WASP. You will walk to the hangar door button. Push it to open the door. Remember the location of this button for later, you'll need it.

The Scythe Carousel:

Now pan slightly left and click on the hexagon-shaped doorway. When there, you will see a circular panel similar to the hangar door button. This rotates the carousel airlock hub so that you may access other areas of the ship. Click on the button to rotate the carousel once 90°. Enter and notice that there is an opening to your right leading to the rear exit where you'll find stairs and a cargo hatch. They are locked, so first go into the east wing of the Scythe to perform tasks that will open this and other areas. Click once on the carousel button at the center of the room to rotate it one time 90° clockwise. Click one more time to rotate it again.

Scythe Engineering Utility Area:

Click inside the open hexagonal door ahead to enter Engineering noticing that the carousel rotates once clockwise as you exit, defaulting to a position with one path open to the rear hatch and one into Engineering. See the skull sitting on a table before you and click there to move in front of the chess board, perhaps noticing the position of the pieces match the ones in Perryman's cabin. Cooper & Perryman evidently matched minds on occasion, playing long distance strategic games—this probably the most harmless of many.

The Scythe Stalker Beacon:

Pan left of the table to see a large, round hatch with a handle on it. It is a locked fan shroud that you'll open later, but for now pan just right of the hatch and notice a circular view-screen with a chair. Click on it to approach, ending up facing an amplifier that matches exactly the one you found in Burk's cabin — a device most likely planted there by Perryman to incriminate him. Click on it and see that the device is a "*stalker beacon*" with a lock on the Westwick. "*Spy aboard enemy ship not responding,*" the voice reports, thus confirming the presence of a spy aboard the Westwick.

The Weight Set:

Notice a weight set left of the skull table. Go there and once seated pan left & right to see the pull lever. Click on it. This has no actual purpose in your journey, just a piece of set dressing to hint at the lifestyle aboard a military ship whose personnel were ex-convicts.

The Rear Hatch Stairs Puzzle:

Pan to your right and notice a large column with a crank on it. On each side of this you'll see a control console — two total. Click on the one to the left of the column, the one with green and red lights and a seat in front of it. Once seated before the panel, click on it.

At the upper left of the console there is a live video feed of the rear hatch of the Scythe. This panel unlocks that hatch. In the lower right screen is an image of the Armada logo and to its right seven pieces scrambled on the desktop. Pull the pieces into the logo at the left to assemble it properly. After doing so, permission to utilize the rear hatch stairs will be given.

Scythe Oneckopera Puzzle:

Now look just above the console in front of you to see another one behind it with two small screens on its face similar to this one. Click to approach and walk over to it, clicking again once there to zoom in. The screen at the lower right reveals a live video feed of a hatch that is somewhere in the Scythe that you have not yet visited. Unlock that hatch for the purposes of future exploration and access. The screen in the upper left identifies it as the ventilation hub access hatch and has the word “oneckopera” in white letters.

The puzzle is a word scramble of the Scythe Commander's name. The enemy scanner you've been carrying around revealed his name to you earlier in the Westwick's cryo-dock, **Kane Cooper**. Click the letters in order, starting with “K”. If you make an error, the puzzle will reset. Once solved, the voice will let you know that permission to access engineering sublevels via the ventilation hub access hatch has been granted. There is also a bonus clue explaining that a crank will activate the scaffold lift in CRYO. Though you don't know what or where this lift is, the crank behind you will activate it. Turn around directly behind you and turn the crank.

The Locker Room:

Left of the column & crank, you'll see a hand rail just to the right of the control panel and stalker screen. Click on the handrail to walk into the locker room. To the left of the Armada emblem inside find two lockers for “Wegley” & “Mitchell”; click on them to investigate. There are enemy scanners, folded clothing and boots. Turn and click on the lockers on the right side belonging to “Cooper” & “Petefish”. The locker contents are nearly identical and equally useless, but you'll discover a card with a code solution you'll need later. This will go in your assets inventory. As you exit, note the bloody towel to the right of the door — it's evident

that murders extend beyond the decks of the Westwick. From the locker room, you will end up in the chair facing the puzzle panel. Turn to your right and click on the hex-doorway leading back into the carousel and you'll walk to the door and enter the carousel.

The Graves:

Go left from the carousel button at the center of the rotating room into the rear loading dock of the Scythe and pull the chain. The hatch will open and stairs will deploy. O'Neil exits and begins to look around outside the Scythe, the hatch and doors closing behind him. He walks to the front of the ship and looks around and sees something of interest beyond a group of rocks. He walks about 100 feet to find four graves, each with a roughly hewn marker. "Wegley", "Petefish" and "Mitchell" are familiar names — earlier seen engraved on lockers inside the Scythe, Kane Cooper's crew. The bodies are hastily covered with barely enough dirt to hide them in three shallow graves with boots, hands and part of a face jutting out of the ground. To the right of the three crewmembers' graves is an open one with the initials "RP" on the marker. It appears Cooper had plans for Ross Perryman as well.

Turn back in the direction you came and click on the ship. Before returning inside, look around the other side of the Scythe by clicking to the right of the entrance ramp. O'Neil meanders around the starboard side of the ship walking under the wing and looking up at the bridge, finally returning to the ramp. Click on the foot pedal at the bottom of the ramp between the two red indicator lights. The steps deploy and you enter, the voice inviting you aboard a second time warning you again to "*enter this vehicle at your own risk.*"

The Scythe Cryo-Chamber:

Turn away from the retracted stairs and enter the carousel. Click on the carousel button to rotate the room 90° clockwise. Click a second time to rotate the room allowing entry into the Scythe cryo-chamber. Click inside the hex-doorway in front of you to enter. To your left and to your right are twin cryo chambers — click to climb in and read a secret message from Kane Cooper. After doing so, pan down to the steps clicking on the deck below to descend, arriving at the cryogenic status panel. Turn left to view the panel and its status report. Now turn right and press the button with the red arrows — this will call the cryo lift. The lift will take you to the upper scaffold.

The Cryo-Chamber Scaffold:

Click directly in front of you and a small control panel will pivot into view. Throw the lever to migrate the scaffold into position over the two cryo-units. As the scaffold locks into this secondary position, note the large green button that slides into view. Press this button unlocking the corridor that leads north into the front of the Scythe. To exit from here, there are three routes. The easiest is to simply throw the lever again which takes the scaffold back to the front of the room, then push the red lift button near you to descend back down to the floor level. The

other two options involve walking to either your right or to your left, then climbing down into one of the cryo-units and out onto the platform at the center of the room. For the sake of the walkthrough, turn to your left and click near the access ladder in the floor leading down to the starboard side cryo-unit. O’Neil will then climb down and the scaffold will return to its original, default position.

You are now where you began inside the cryo-chamber just outside the carousel facing the bow of the Scythe. Click at the bottom of the stairs to climb down next to the red cryo-display. Once there, turn around 180° to face the opposite way you landed, facing the carousel. Click to the left of the stairs, to go behind them (**Note:** You may click to the right of the stairs as well, you’ll end up at the same place). You’ll recognize the ventilation hub access hatch that you unlocked by solving the word scramble puzzle. Click on the hatch and you may enter.

The Scythe Ventilation Hub:

Find yourself facing a locked valise on the deck inside this small compartment. Before we open that, turn around to the hatch entrance and click on it—you’ll find that you are now locked inside. Don’t worry, you’ll find the proper levers to solve this problem in a moment.

Kane Cooper’s Valise:

Turn back to the valise and click to move in closer. Go to your assets inventory and find the card showing the order in which you must select the geometric shapes on the lock. Press the buttons in the correct order — *star, square, hex and circle* followed by the armada logo in the center. The valise will open so you can examine what is inside. O’Neil finds it full of cash and also a note written to Cooper from Perryman advising him to murder his crew. The plot thickens and the importance of finding Kane Cooper alive rises another level.

Hidden Utility Areas:

Now you must unlock various portals to navigate freely inside the ventilation hub. Just above the valise you will see a ventilation grate. Click on it and the grate will open to reveal a lever that will unlock all sub-level vent doors, including the exit. Throw this lever, then turn to your left and click on the grate. O’Neil crawls through and ends up in a utility area beneath the Engineering wing. At the left is a large, round hatch you need to click on to approach. Once there, open it and then throw the lever inside. This authorizes the viewing of Cooper’s log entries that will be discovered a little later in our journey. O’Neil returns to the ventilation main hub near Cooper’s valise. Now click on the grate at the right of it to enter a similar utility area in the west wing of the Scythe beneath the Hangar. In this room you will pan to the right a bit to find another circular hatch that you need to approach. As before, open the hatch and throw the switch inside, powering up the holograph in the cockpit—another device you’ll encounter soon. Once activated, you will exit this utility room automatically and return to your position

facing the valise. Turn around 180° and exit the ventilation hub through the hatch the way you came in.

The Scythe Corridor:

Click on the hex-door with the circular window just in front of you at the top of the stairs. There is a lever to the right of it that was enabled when you pressed the large green button up on the scaffold. Throw the lever and the doors will open allowing you into the corridor leading into the Scythe Cockpit. At the end of the corridor you encounter a lock with an Armada emblem. The alien tool you found behind the hangar deck lift shaft on the Westwick is the key to this lock, without which you would not have been allowed entrance to the Cockpit. Click on the lock and the key will deploy automatically from your assets inventory to open the door for you.

The Scythe Cockpit:

Enter the cockpit chamber walking cautiously toward the Commander's chair. The back of it is facing you and you notice a large, ragged hole in the headrest. Click on the chair and O'Neil will reach out to rotate the chair. It turns to face you revealing the corpse of Kane Cooper. Startled, O'Neil jumps back violently and draws his weapon. A local insect has already found its home in the vast crater that was once Cooper's face. Pan to the right slightly and click on the seat in front of the co-pilot's station. Cooper's chair rotates back to its default position as if he's watching you. Click on the control panel in front of the chair and hear the faint sound of distant engines approaching. Suddenly a shuttle buzzes low over the Scythe and on into the mountains. Evidently, Perryman has returned, but why has he come here? Why not simply trade shuttles at the Temple and return to the ship with the water he needs to bring the Westwick back online? The shuttle has disappeared temporarily, so you must wait a bit longer for answers.

The Scythe Holograph:

Pan back behind the seat and notice a domed device in the floor behind the handrail. Click on it to approach, and then again on its top. This is the holograph with a message for O'Neil from Kane Cooper. Evidently Cooper suspected his days might be numbered and in fact accurately predicted his own fate in his message. Cooper wanted to provide O'Neil with the information needed to defeat Perryman. *"Kill him slowly for me,"* concludes sentiments from a dead man in the seat just a few feet from where you are standing. You can trade guns with Cooper if you like. It makes no difference now, both are charged up.

The Gunner's Targeting Array:

Turn back to Cooper's seated corpse and click on the Pilot's control panel just to the right of it. Once there, click on the panel and it will make some noises and lights will blink, but it doesn't do anything of any consequence. Turn back behind the Pilot's seat and see the gunner's targeting array. Click on the rotating chair to move in closer and investigate. Once there, click the array to initiate the device's test mode. The ship selects a target at random, in this case an insect

several hundred feet away. The array aligns the Scythe weapons and destroys the subject in a classic display of overkill. Turn back around to look at Cooper. In a darkly humorous way, it looks like he's casually watching television. Click on the screen that appears to hold his attention, a view-screen centered among all of the complex control panels that line the front of the Scythe cockpit.

Cooper's Logs:

Click again on the screen to move in more closely and it will activate partially. Click on the screen again and it will illuminate, and, with permission to view Cooper's logs now granted, the panel will light up and will display three entries, two from 2187 and one from 2499. Click on each one.

Cooper Log Entry 1: Cooper's mistrust of Perryman is obvious, indeed it seems the sole purpose of this documentation is for insurance in the event of a double-cross. Cooper illustrates how he destroyed the Armada Destroyer, not Perryman as alleged in many misleading documents left for O'Neil aboard the Westwick. Notice in the video depictions that the Scythe clearly turns and fires on its own Mother ship. Cooper also explains how his firing on the docked Scythe ship damaged the starship's coolant tanks, thus derailing their plan. Cooper alleges that Perryman is an escapee of the Purgatory II prison facility on Mars and that the proof lies in a file hidden behind the locked fan shroud located in the Scythe engineering area. He tells you how a switch near the doorway as you exit the cockpit will unlock the shroud.

Cooper Log Entry 2: Things have gotten worse for the saboteurs. Burk's dead hand has failed to open the bioloks. With the Westwick damaged and the nearest water source light years away they are forced to wait for the ship to eventually drift there. The new plan is to set O'Neil and Palmer's sleep chambers to erase their memories and then O'Neil could be tricked into tripping the bioloks for the conspirators once the Starship finally arrived at Theta Alpha III.

Cooper Log Entry 3: "*300 years and I don't even need a shave*". After drifting for over three centuries, the two ships have fallen into the orbit of Theta Alpha III to procure water. Cooper agrees to meet Perryman on the planet's surface to collect water while O'Neil is left to unlock the ship and repair the damage. All they have to do is wait for him to shuttle down to get water and then murder him there. But Cooper has decided to kill Perryman as well, going so far as to dig a grave.

DEATH SEQUENCE 18/The Bomb on the Scythe:

Click on the "exit screen" button and back away. Turn around and click just to the right of Cooper's corpse inside the hex-doorway to go there, then pan right slightly to see the Enviro-Control panel Cooper told you about. Click to approach and then press the "switch function" button. Now click forward through the door and proceed down the corridor ending up at the entryway into the cryo-chamber.

Throw the lever at the left of that door to open it. Look forward and click inside the hex-doorway across the way in order to navigate both sets of steps arriving at the south carousel entrance. Rotate the carousel twice (180° total) to gain entry, go inside and then rotate the carousel once more 90°. Turn left and enter the engineering wing.

SAVE NOW. Click on the fan shroud left of the entrance to approach it. Pull the handle at its top to open it. There is a metal box inside—open it. O’Neil finds the files Cooper placed there proving that Perryman is indeed an escaped convict from Mars. As he finishes, a small monitor built into the lid of the box illuminates with a recorded message. Once again, Perryman is one step ahead, evidently expecting that you would show up here. “Hello old poop”, he smiles. “So the jig’s up, and you know all about my sad childhood.” You hear the Scythe ship’s voice say, “Self destruct activated.” Perryman goes on to say, “Too bad you won’t be around to write my biography for me, guess I’ll dig up Peter Graves!” His insane laughter echoes throughout the ship as O’Neil realizes he must escape quickly — indeed he has but two minutes from the time the door shuts before the bomb explodes. To experience this death sequence, simply wander around for two minutes. At the one-minute mark, you will hear, “you have one minute before detonation”. When time runs out, the voice will count down from ten and, when finished, say “detonation” and the bomb will go off.

Reload your mission. Click the fan shroud left of the Engineering area entrance to approach and pull the handle at the top to open it. Open the metal box, Perryman’s files will come into view as does the message from Perryman. The Scythe ship’s voice says, “Self destruct activated.” Once Perryman completes his commentary, the 2-minute clock begins and the bomb is activated.

Escape From the Doomed Scythe:

Make your way as quickly as possible back to the Hangar. Turn to the hex-door left of the fan shroud and enter the carousel. Once inside, rotate it one turn 90° to open the Hangar. Enter the hangar and immediately go left to the green and red button that opens the hangar bay door (you can click-past to get there more quickly). You have already charged the WASP, so no need to do that. Had you not pre-charged the WASP earlier, you’d be adding this to your list of things to do as the clock ticks. Once the hangar bay door is open, turn and click on the cockpit of the WASP to get in. Then click on the WASP control panel to launch. If you are not fast enough and the two minutes elapses, the Scythe explodes with you in it. In this case, reload and return to the top of this page to try again. If you succeeded in taking off in time, proceed.

As the one-man helicopter lifts off, the Scythe explodes beneath, damaging the WASP and causing it to crash. O’Neil exits the burning vehicle assessing the wreckage of both the nearby Scythe and the WASP, realizing that he is stranded.

Evidenced by the earlier sighting from the Scythe cockpit, Perryman already has the shuttle and is probably long gone after taking it to the Westwick and replenishing her cooling tanks. O'Neil is frustrated and helplessly marooned.

He then hears the sound of distant engines and turns to see the shuttle fly overhead. "Perryman!" he exclaims. The shuttle flies past circling the Scythe wreckage and returning to land in front of O'Neil. He furiously approaches the craft calling Perryman out. The door opens and it is MAGS! Befuddled, O'Neil demands an explanation. MAGS is happy to comply once she gets (1) an apology, (2) a promise that she can drive, and (3) a compliment. O'Neil begrudgingly supplies all three, so she proceeds to explain how she stowed away on his shuttle at the behest of SIMON — who was certain that without help O'Neil would fail. O'Neil boards the shuttle and despite the promise does not allow MAGS to drive. They return to the Westwick to confront Perryman.

DEATH SEQUENCE 19/Stranded on the Alien Planet:

To experience this death sequence would mean you never met MAGS. You'll have to play all the way through again exactly as you have to this point, except when you go to SIMON's room, DO NOT open the storage room at all. By never meeting MAGS, she does not stow away on the shuttle to save you later. Perryman eventually returns to steal O'Neil's water-laden Howie still parked at the temple and follows through with his evil plans. You die.

Return to the Westwick:

O'Neil & MAGS return to the Westwick and dock. Perryman's shuttle is already there and he is somewhere waiting for you. As with the bioloks, the water you carry is the sole reason that you are still alive. As O'Neil exits the shuttle, the snorkel device deploys and connects itself automatically to the pump mechanisms in the hangar bay filling the thirsty coolant tanks with the water needed in order to pre-stage the plasma drives. SIMON greets O'Neil with one final acronym, then joins MAGS at the southeast corner of the hangar to wait for O'Neil to save the ship from Perryman — this despite the fact that both robots have expressed in no uncertain terms that they expect him to fail miserably. You can click on them for more opinions of which they will give you four — none of which offer any real help or express any confidence in your abilities to defeat Perryman.

You are facing the lift doors. An "Alert Message" from Westwick Main reads: "*Captain, Perryman is in the process of separating the Bridge Section, kidnapping Palmer, and leaving you behind to die. The bar at right will show his progress. Just FYI.*" Indeed a bar graph at the right of your screen is slowly turning green to red. When completely red, you are out of time and it will all be over. Also notice a small screen at the left showing Perryman at work transferring the coolant to the smaller plasma drive array aboard the bridge section of the Westwick. You have only ten minutes to stop him. The key is to get up to the Ion Distribution Chamber before he completes the process of transferring coolant to the Bridge drives and migrating Palmer's sleep chamber.

Taunted by a Psychopath.

Click on the lift button to try and open it, but you will hear Westwick Main say, “access denied”. Perryman has locked you out. He greets you appearing on the monitor above the door to the lift and says, “Well, back so soon? Just getting ready to blow the ship and leave all this behind. Did you need something? Oh, the elevator. How rude of me. Here, how’s this?” He opens the door from above and O’Neil may enter the shaft, but the lift itself is up one level. O’Neil calls out for Perryman, who saunters onto the steel grate flooring of the lift car above and kneels down. “I didn’t say I’d let you up,” he smirks. With a little coaxing, he gloats about how he pulled all this off and obliquely reveals his obsession with Paige. He then smiles and walks slowly away singing, “Thanks for forgetting me,” leaving you stranded on the lower deck as he finishes his work.

DEATH SEQUENCE 20/Left Behind to Die:

SAVE NOW. If you didn’t know about the secret passageway between the Engineering room and the hallway of computers that lead to the Ion Distribution Chamber, you would soon run out of time and Perryman would succeed. Wander around the hangar deck until the green bars all turn red. The screen above the lift will activate and depict Perryman’s escape, taking Paige with him. You are left abandoned with SIMON and MAGS in the now useless primary hull of the Westwick.

DEATH SEQUENCE 21/Attempted Escape in Perryman’s Shuttle:

Reload and SAVE NOW. It seems logical that one of the shuttles might be a viable way to escape. Walk to Perryman’s shuttle and enter it, clicking on the stick to activate it once inside. The small monitor will descend and Perryman is there to taunt you again. He has booby-trapped the shuttle. It explodes before O’Neil can get out and Perryman makes good his escape.

DEATH SEQUENCE 22/Attempted Escape in O’Neil’s Shuttle:

Reload and SAVE NOW. Walk to the shuttle that you recently exited and re-enter it. Click on the stick to activate it. The small monitor will descend with Perryman’s taunt exactly as he did with the other shuttle. The shuttle explodes and Perryman escapes in the Westwick’s bridge section.

Confronting Ross Perryman:

Reload your mission. After exiting the lift shaft find yourself facing the door again. Turn right and walk to the ladder leading up to the Engineering room. Click on the HatchLok to enter the Engineering room. Go to the purple button at left and push it to enter, clicking past the scene if you are low on time. Turn to the right of the gate at the end of the computer grid hallway, then reach outside and pull the lever to open it. “Please be careful,” Westwick Main cautions you. She may be useless, but at least she cares.

DEATH SEQUENCE 23/Confronting Perryman Unarmed:

In this scenario, you die because you never picked up a gun. If you have come this far with no gun, saving your mission won't help you at all — it's amazing you made it this far. Once you have departed the ship without the correct weapon there will be no way to get back into the upper decks and acquire it there because Perryman has locked you downstairs. And returning to the Westwick without Cooper's gun leaves you utterly defenseless. When you arrive at the Ion Chamber to confront Perryman, he will invite you to throw the lever and fry him, but he doesn't think you're fast enough. He is absolutely correct and shoots you.

DEATH SEQUENCE 24/Confronting Perryman with Dud Gun:

In this scenario, you die because you picked up a "dud" gun from one of the dead soldiers instead of the active one in Perryman's trunk or in Kane Cooper's hand. The good guns blink green and the bad ones blink red — drained by Cooper so that the Armada boarding party would fall into Perryman's trap. If you have come this far with a bad gun, saving your mission won't help you at all for the same reasons as in the "no gun" scenario. Perryman invites O'Neil to try the gun and, of course, it does not fire. Again, he suggests you try and throw the lever, but shoots you before you can do so.

Confronting Perryman with the Active Gun:

O'Neil slowly pulls out the gun you found in Perryman's trunk (As stated earlier, Kane Cooper's gun would work too). Perryman is surprised you made it this far, evidently unaware of Burk's hidden passageway. Perryman has once again underestimated O'Neil. He switches strategies and attempts to win the Captain over to his side by revealing a horrible truth. O'Neil was in on it all along.

"You! You never cease to amaze me, John. You don't want to use that, you'll never know the twist-ending to the story and, believe me, you wanna know! It was you, John, you all the time. Don't you get it? This was all your plan — we were partners. But I got scared. I thought you were going to cut me out and I just got scared! I figured if I went into that sleep chamber, I wasn't coming out... at least not in one piece. Look, it's not too late. We can still come out of this together — smelling like roses! We'll be the heroes that saved humanity, rich beyond our wildest dreams! We can tell them all anything, be anyone, start over! What do you say? Come in here and help me with this, and we'll blow this joint."

Three choices are before you. Only one of them won't kill you.

FIRE GUN
JOIN PERRYMAN
PULL LEVER

DEATH SEQUENCE 25/Shooting Perryman:

SAVE NOW. You can shoot Perryman if you like, but you'll only wound him. After saving, click "Fire Gun". Perryman will stagger over to you saying "*join me old friend, won't you?*" and drag you inside with him. Dying, he pulls the lever and destroys you both.

DEATH SEQUENCE 26/Joining Perryman:

Reload and SAVE your mission now. You can join Perryman, but he will betray you. Click "Join Perryman". Once O'Neil holsters his weapon and walks inside the Ion Distribution Chamber, Perryman bolts outside the door and throws the lever trapping you inside. "*Sorry it has to be this way, but there is of course the lovely Miss Palmer...*" O'Neil begins blasting away at the door with the gun, but it is useless. Flames engulf the room and he is incinerated.

Defeating Ross Perryman:

Reload your mission. Click "Pull Lever" to defeat Perryman. O'Neil throws the switch and Perryman is trapped inside the chamber. He bangs on the door screaming to be let out. "*You think you're better than me? Well you're not! We're the same!*" The pre-staging sequence begins and, with coolant in place, prepares the engines for flight. The chamber bursts into plasma flames and Perryman is incinerated. The room then goes from red hot to blue and ice cold. O'Neil enters the chamber once the process is complete to find Perryman's charred, yet frozen remains. Westwick Main's flying eye floats into view and congratulates O'Neil for successfully repairing the ship and informing you that it is now ready to navigate.

SIMON and MAGS Return Once More:

"*Oh, there he is.*" you hear in the background. MAGS and SIMON enter to see what has happened. "*What's all the screaming about...hey...you pulled the lever, didn't you?*" SIMON accuses. "*Didn't you?*" O'Neil replies simply, "*Your timing is incredible*". The two robots depart with SIMON saying "*Well, my job holding your hand through this debacle is finished. I'm gonna go play in your room and look for dirty magazines.*" MAGS offers to vacuum your room if you're nice. "*Stay out of my room,*" barks O'Neil as they exit upstairs.

The REBOOT Panel:

O'Neil returns to the bridge ending up at the Reboot Station, the final obstacle. Three things are required to clear this panel, click ENTER to begin.

- (1) You must pre-stage the plasma drives which you have already done. Hitting ENTER again confirms this.
- (2) The panel will request coordinates. These were found in the telescope in O'Neil's cabin AND in the StarMap Viewer in the Nav Center. Select the coordinates 9-4-7-D and then hit ENTER. The data will be verified. Without the code, you would be returned to the ship to go find it.
- (3) Once the code is verified, the panel will prompt you to enter Paige's flight disc. Click the red slot and O'Neil will insert the disc.

On To DARKSTAR:

The plasma drives fire up and the ship begins to stir. Paige enters and speaks to O'Neil understanding now what has occurred and is aware that O'Neil himself was at the core of the conspiracy to exploit the DARKSTAR Mission. But she also understands the Captain is no longer that same man — his memories erased with a new future ahead — for both of them. *"I loved you once and I can love you again,"* she says, reaching out to him. *"On the bridge, it's Captain, remember Miss Palmer?"* he replies, pulling politely away. *"Not this way, Paige,"* he thinks to himself. *"Besides, first we've got a job to do."* She sheepishly makes her way to her station and asks for orders. "Destination, DARKSTAR," he smiles. Thrilled to be flying starship once again, she is delighted.

As they near the anomaly, they encounter the wreckage of the Southwind. O'Neil and Palmer wonder what could have possibly done such damage to their sister ship knowing that the Armada Destroyer was destroyed by Kane Cooper and could not have done this. DARKSTAR comes into view and they move closer. Suddenly a silver, circular object appears. It identifies itself as a Mars Sentinel and attacks the Westwick shearing off her starboard wing. The Armada craft then separates into four independent sections and circles back for another attack.

HIT SAVE NOW. Without the benefit of weapons, Paige Palmer has a near impossible task when it comes to surviving the four-celled attacker. With a desperate plan in mind, she tells John to go to the emergency separation panel and to press the button when she tells him to.

DEATH SEQUENCE 27 /Emergency Separation:

When Palmer shouts *"Hit it!"* you must click the timer in the upper right of the screen within five seconds. For the sake of this death sequence, do not. *"John!"* she cries out in horror. The four sections of the Armada Sentinel surround the Westwick and fire at once, destroying it. (**Note:** if you did not solve the puzzle near the Grav-Center, the timer button will not work).

Accomplishing the Mission:

After reloading, be sure to click the button located in the upper right of your screen within five seconds when Paige alerts you. The bridge section will separate and thrusters fire maneuvering it away from the rest of the hull. Paige remotely launches both shuttles attracting two of the Sentinel's modules in rapid pursuit. Another is busy finishing off the hull section of the ship and the remaining module begins to chase the bridge section of the Westwick. "Now they have four targets," says Paige. She draws the pursuing Sentinel module closer and in a sudden move loops back the opposite direction towards the one now completing the destruction of the main hull. The pursuing Sentinel loops to follow and the other moves towards the surviving bridge of the Westwick, surrounding them.

It's working!" Paige exclaims. "*Working?*" O'Neil complains. "*We're gonna die.*" The two modules of the Sentinel converge on the Westwick Bridge section and at the final possible instant Paige dives straight downward. The Sentinel sections collide with each other, destroying them both. "*Well, that was pretty damned good,*" admits O'Neil. "*Hang on, we're going in.*" Paige banks the Westwick Bridge section into DARKSTAR and they traverse time and space through the shifting tunnel beyond the swirling black hole. They are soon hurled out the other side ending up in the year 2118, the instant of its creation.

History replays itself as the Solar Patrol encounters the first ship to travel through DARKSTAR; the Galactic Discovery II. The events depicted in the back-story chapter IV titled "Cornerstone" repeat exactly — with one significant alteration. Two ships have entered DARKSTAR from different time coordinates in history and will now emerge at the same instant. Just as the Solar Patrol Captain barks out, "Starship, identify yourself", the Westwick crashes into the Galactic Discovery II sliding across the top of the craft entangling the two ships and damaging both. O'Neil replies to the Solar Patrol's request by saying "*To what Starship are you referring?*"

THE END.

GLOSSARY:

Airlock: A room on board a space ship that has two sets of doors, one leading in from the ship and one leading out into space.

Alien Tool: This device was planted on the Westwick and will unlock the front section of the enemy SCYTHE Interceptor.

Armada: The Mars invaders, product of a failed prison colony that revolted and formed their own government, enemies of Earth.

Assets Inventory: The area where all items discovered during your journey are kept.

Astern: Towards the rear of a ship (also "stern").

Back-story: Cinema depicting events leading up to the DARKSTAR mission.

Biolok: A handprint activated locking device aboard the Westwick.

Blast Door: Doors aboard a Starship that are airtight and blast-proof.

BridgeSep: The process of separating the Bridge section of the Westwick from its main hull as a lifeboat or landing craft.

CamDock: One of many portals aboard the Westwick utilized by Westwick Main's traveling eye, the Hovercam.

Corben Howie (or Shuttle): Landing vehicle indigenous of the Westwick (2 total).

Crewcode: Number assigned to each crewmember that allows them access to certain functions or areas, particularly their personal cabin.

Cryo-chamber: Cryogenic freezer unit that allows space travellers to hibernate for long periods of time.

Cryo-Dock: A small storage facility located on the Bridge of the Westwick to house one Cryo-Chamber during a BridgeSep event.

DARKSTAR: A cosmic anomaly caused by the collision of a group of Earth-based freighters and an asteroid—the freighters loaded with unstable nuclear devices, and an asteroid of unknown composition. The resulting rip in time and space is a frozen point in the continuum with multiple “in” points, but only one “out”—2118.

Eastmoor: One of four Starships assigned to the DARKSTAR mission to save Earth—destroyed only minutes into the mission by a shockwave created when the Earth was vaporized.

Emergency Lockdown: An automated protocol that occurs when a Starship is attacked.

Enemy Scanner: A multi-purpose device of Armada origin found aboard the Westwick.

EVAC: An abbreviated term meaning “evacuation”. The Westwick’s central elevator has an EVAC function ejecting it from the ship.

EVM: An acronym for “*Extra-Vehicular Maintenance*” that refers to the Pod, a small craft used for maintenance tasks outside the ship.

F88 Fighter: A short-range fighter used in pre-2100 wartime era Earth. These ships were retrofitted to help repel the Mars Armada during their attack in the year 2185. The war was lost, and the Earth destroyed.

Firepot: These illuminate the interior of the LABRYNTH game located on the rec-deck (level 2) of the Westwick.

Food Synth: These devices create food from waste matter in the ultimate recycling system, perfect for long space journeys.

GravGen: GravGen systems create artificial gravity aboard a Starship by amplifying and redirecting centrifugal energy.

Hangar: The deck aboard a ship that houses smaller landing vehicles.

Hatchlok: A coded lock mechanism attached to designated entries into security-sensitive areas.

Hiberpanel: The control panel that governs a group of cryo-chambers.

Hot-spot: An active area inside a panorama that allows interaction with an object or the ability to move to another location.

Hovercam: This is a hovering “eye” that can be linked to a central computer array, commonly used on Starships like the Westwick.

Jumper: This device is used inside of the LABRYNTH game to leap immediately to various points in the maze.

LABRYNTH: This game (typically spelled Labyrinth) is a mental projection device that places a person in a virtual maze simulation for entertainment purposes.

MAGS: An acronym for “Motorized Artificial Girl for SIMON”. This robot was created by Westwick Main’s utility robot SIMON for his own purposes during a 312 year period in which the ship was damaged, floating in space, and the crew was in hibernation.

Northstar: One of four Starships assigned to the DARKSTAR mission to save Earth—destroyed by an Armada Destroyer while diverting it away from the Westwick in a valiant suicide mission.

Plasma Drive: Specialized engines that can propel Starships to speeds very near the speed of light. These run very hot and need coolant.

Podbay: An area aboard the ship that houses the EVM Pod.

Port: This refers to the left side of a Starship.

Powerdome: This apparatus supplies independent power to a specific location aboard a Starship. This power is solar-generated and not effected by emergency lockdown related issues.

Prestage: Once Plasma Drives have been shut down due to damage or maintenance, they must be Prestaged to bring them back online, a process that brings the core temperature up to a near catastrophic level before cooling them to safe, operating temp.

Ready room: This is a private area designated to Starship crewmembers located within their assigned cabin.

(Cabin) Remote: This device is coded to a specific crewmember and operates his/her personal log/communication system inside their cabin.

SCYTHE Interceptor: A medium-range Armada fighter ship with a four-man crew.

Sentinel: A robotic Armada guard ship programmed to destroy any ship attempting to trespass inside its assigned territory. This craft may separate into four individual cells for a strategic advantage.

SIMON: An acronym for “Semi-Intelligent Motorized Observation Network”, a designation for robots that assist crews of long-range Starships to perform various tasks as needed.

Southwind: One of four Starships assigned to the DARKSTAR mission to save Earth—destroyed near DARKSTAR by an Armada Sentinel.

Stalker Beacon: An Armada homing device that can track other Starships.

Starboard: This refers to the right side of a Starship.

Starmap: This device is used during long distance missions in outer space to plot courses from one place to another utilizing the naturally occurring gravitational pull of stars and other cosmic bodies to plot the quickest, most viable, fuel efficient path.

Stealth Mode: A default setting in DARKSTAR: The Interactive Movie that hides interface items when not used to keep visual distractions from the adventure to a minimum.

Temporal Remnants: These live audiovisual anomalies occur regularly when in close proximity to DARKSTAR. Flux in the time/space continuum causes these illusions or “projections” to take the shape of occurrences that may originate in either the future or the past.

TurboTwin: These specially designed fighter ships were built in 2185 to help repel the Mars Armada. The pacifist society of Earth could not agree to arming the ships with deadly weapons, instead equipping them with power dampening fields that disabled enemy attackers but did not directly destroy them.

UNofE: Acronym for the “United Nations of the Earth”.

UNews: The World News organization of Earth sponsored by the UNofE.

WASP: A one-man Armada reconnaissance vehicle commonly utilized on SCYTHE Interceptors. These Wartime Armada Specialty Personnel vehicles utilize primitive technologies, but their simplistic design, powerful weaponry and agile flight capabilities give them the sting their namesake insect suggests.

Westwick: The lone surviving Starship of the DARKSTAR mission, a group of four sent in the year 2185 to rendezvous with the time hole in the hopes of going back to the year 2118 for the purpose of changing history and rescuing the Earth after it has been destroyed.

Westwick Main: This artificial intelligence that is the heart and brain of the Westwick is of little help as John O’Neil struggles to complete his mission. Much of her data has been tampered with by an unknown person or persons.

Codes & Solutions:

Coordinates to DARKSTAR:	947-D
Couch Solution (NOLIE):	ONEIL
East and West blast doors:	09 (top) and 33 (bottom)
O’Neil’s Cabin:	3125
Perryman’s Cabin:	6661
Palmer’s Cabin:	7337
Burk’s Cabin:	0227
HatchLok Combination:	J-O-A
Correct guns:	Perryman’s or Cooper’s
Pod Bay Clamp Code:	8-6-3
Shuttle Code:	1-3-1-1
Cooper’s Valise:	Star-Square-Hex-Circle

Produced, Written, Directed and Animated by J. Allen Williams
Co-Produced by Mark Walters
Music by Bill Bruce, Jimmy Pitts and J. Allen Williams
Soundtrack Album Available from Progressive Sound and MetalWorx™

©2011 by J. Allen Williams/Parallax Studio. All rights are reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this product is a violation of applicable laws. Manufactured, published and distributed in the USA. Dolby logos and trailers copyrighted by Dolby Laboratories. All trademarks not related to Parallax Studio or DARKSTAR are the property of their respective owners.

Notice: Parallax Studio reserves the right to make improvements in the product described in this manual at any time and without notice. No part of this manual may be copied, transferred, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Parallax Studio LLC.

Visit www.darkstar.gs or the DARKSTAR STORE at www.darkstarstore.com